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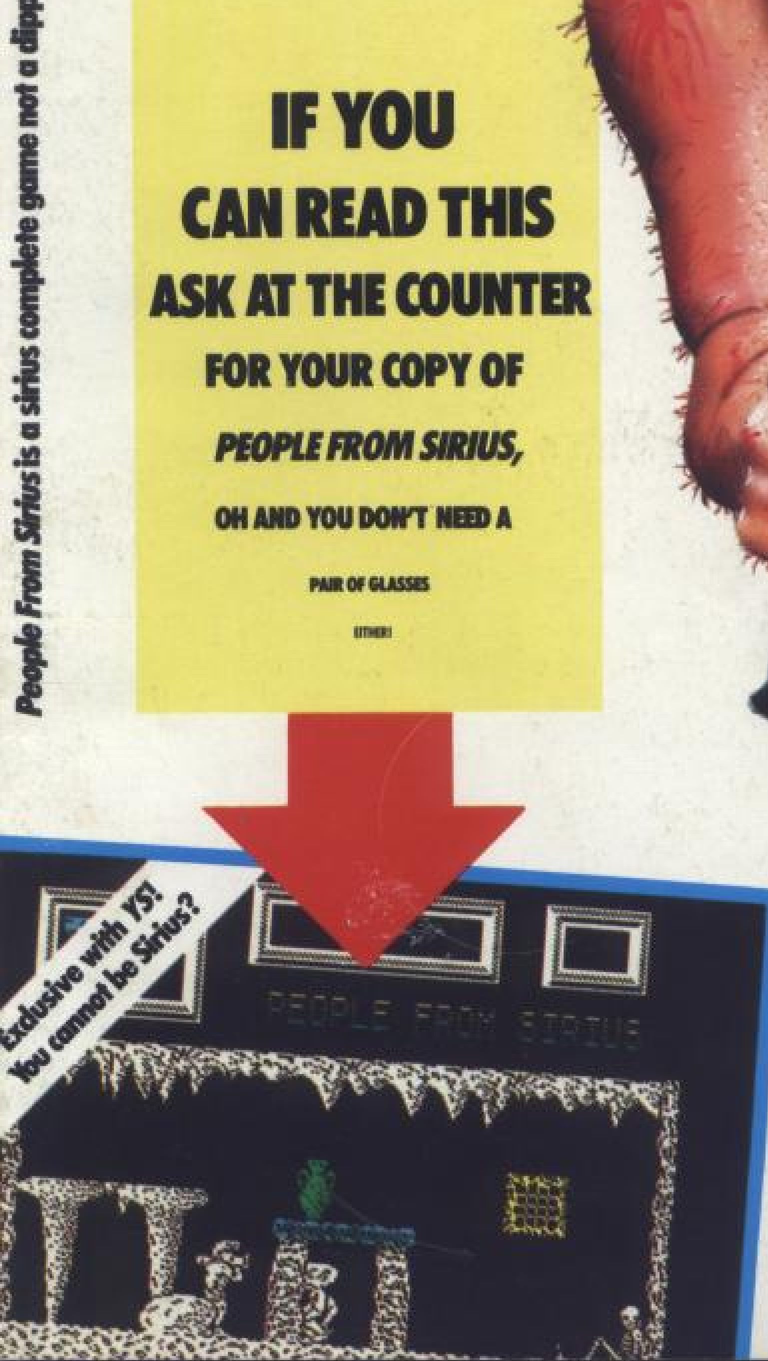
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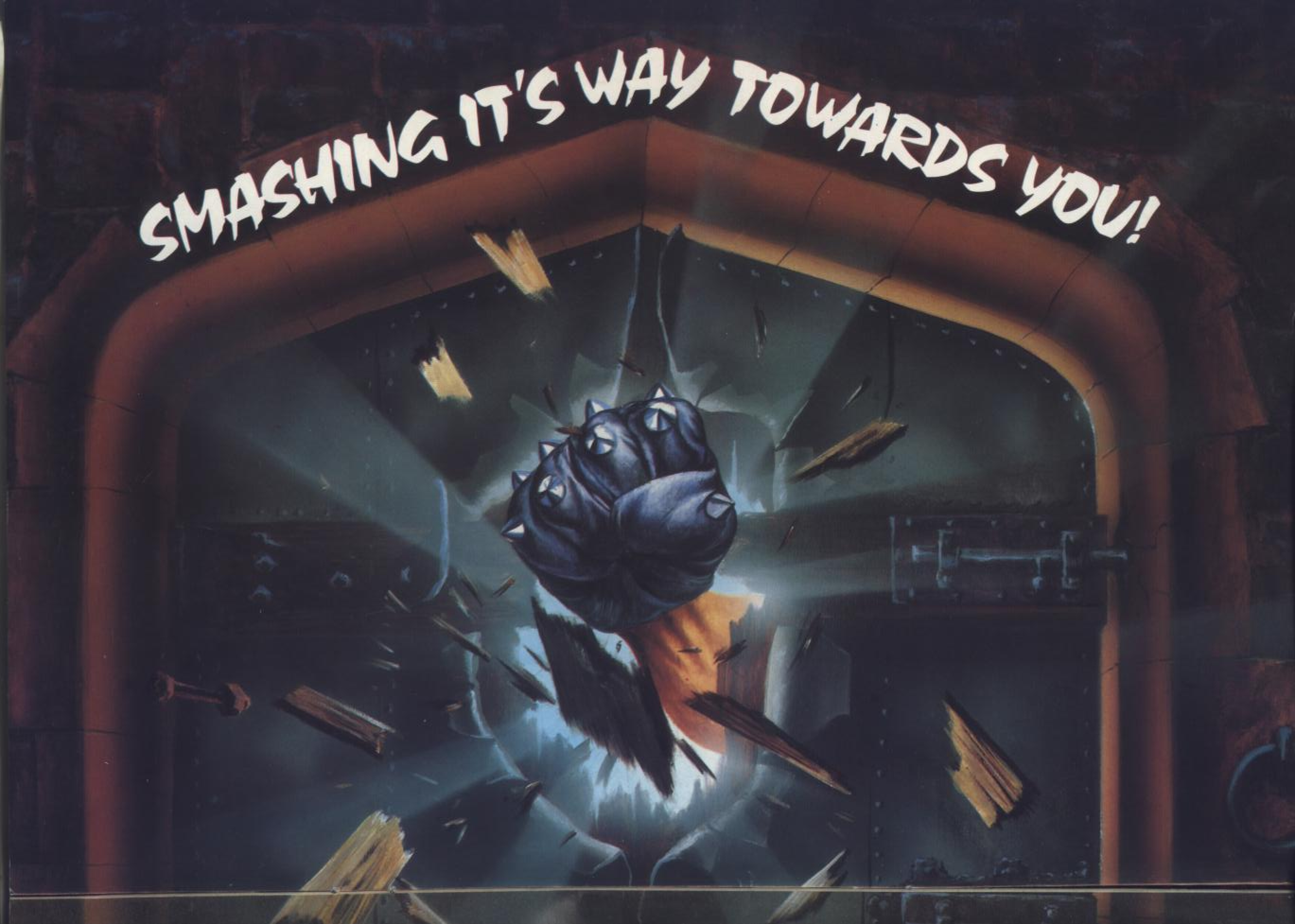


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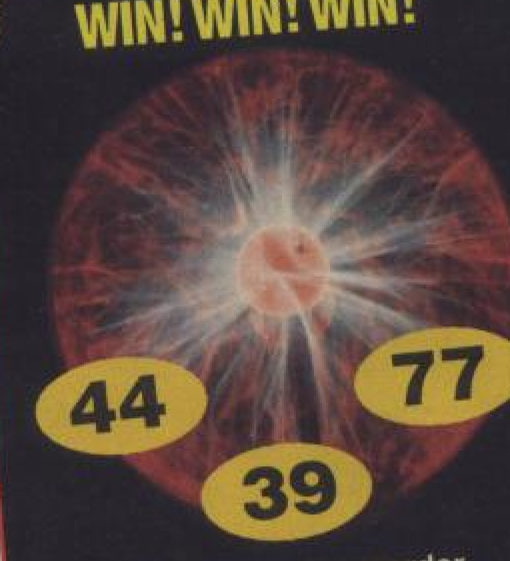


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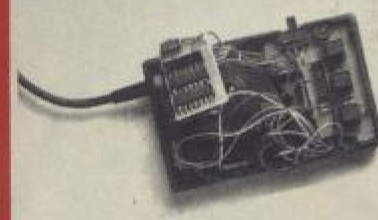
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Potato Head

FRONTLI

Ooo arrr! If it bain't be th'old tater 'eads toimagin from th'old noos payjistan?



Interesting . . .

Oh, er, 'ello there. Issa very interesting fact that the original release of *Steve Davis Snooker* sold over 180,000 copies. Cor, thass interesting, innit folks? Well, Blue Ribbon, which we fort was a choccy bar, has juss re-released the game at £1.99. If you can't find a copy, why doncha give Blue Ribbon a bell on (0302) 21134? Yus, thass very interesting. (*Zzzzzzzz. Ed*).

THE WINNAH!

Who's this? Yes, it's Fiona Robertson, from Broughty Ferry in Dundee, and she's the winner of our wee Game Of The Year compo. And it's no small prize she's won, either — 100 games from the *YS* library! They're all different, too! She's nearly 12 years old and she goes to Craigiebarns Primary School, and if we remember correctly, she's the first girl to win a major prize from *YS*. And why not? She's never missed a copy of either *Your Sinclair* or *Your Spectrum*. A worthy winner, then, and a box, chocka with marvy games, is en route as you read this. Yo ho!





SHALL WE TELL THE EDITOR?

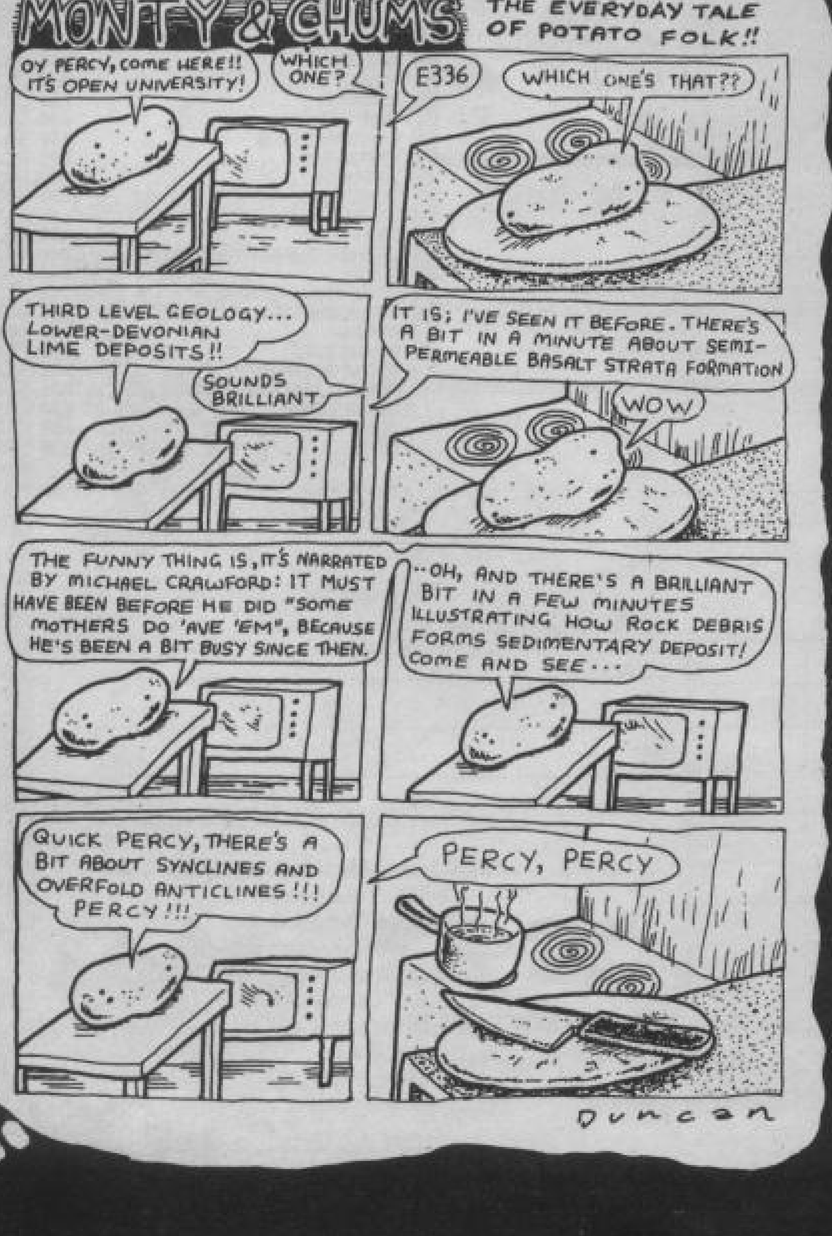
No, don't, in case she finds out about this boffo Jeffrey Archer compo we're running with Domark, who is releasing the computer version of *Norra Penny More, Norra Penny Less*. We've got ten hardback copies of various Archer novs to hand out, each signed by the great man himself (he wrote, in a crawling, Archery sort of way). And to go into the giant editorial hat, all you need to do is answer this peasy little teaser . . .

What was Jeffrey Archer before he became a well-known novelist, chat show guest and Spitting Image puppet?

a) Conservative MP and businessman.
b) Circus clown and marine biologist.
c) A nun called Tina.

YS COMPO

Got that? Now send your answer on a postcard to First Among Hatstands Compo, *YS*, 14 Rathbone Place, London, W1P 1DE. Usual rules apply, and get your entry in by 30th June 1988.



TRAINSPOTTERS THROUGH HISTORY

An irregular series in conversation with the World's Greatest Ever Trainspotters.

15: Bob Holness

"Good evening, Ladies and Gentlemen, and welcome to another bona, triff and otherwise totally splendid edition of *Blockbusters*. (Yayyyy!) Right, now we've got two new contestants, on the left, Sir Clive Sinclair . . ."

"Yibble, Bob."

". . . and on the right, some spotty oik from Cambridge. Hello, Spud!"

"Hello, Bob. Can I say hello to my mum . . ."

"Hah hah hah, no you can't. Hah hah hah. Right, it's time to play *Blockbusters* . . . (Yayyyy!) Okay. Pick a letter, Clivey."

"Yibble yibble 'B', Bob."

"Hah hah hah. Okie doke, Clivey. What B was my first big break on TV since the sixties?"

"Yibble?"

"Yes, that's right, it was *Blockbusters*! (Yayyyy!) Okay, Spud, gis a letter . . ."

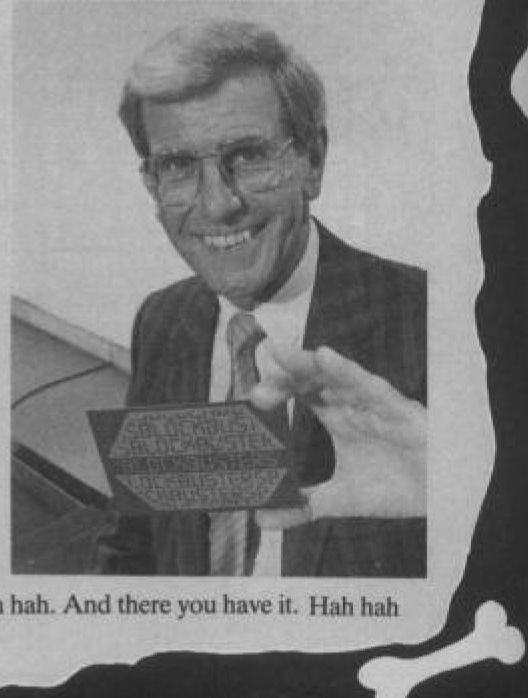
"Ah, er, slobber, sniff, can I have a 'P', please Bob?"

"Hah hah hah, no you can't, you'll have to wait until after the show. Hah hah hah. Try again, Spud."

"Can I, er, have an 'L', please Bob?"

"That's more like it, duckbrain. Right, which L did I used to wake you up on?"

"Er . . . a Lilo . . . no, er, chaise Longue . . . er, no, I mean . . ."



Tring! "Time's up, twerp. The answer was LBC, stupid! Hah hah hah. And there you have it. Hah hah hah. Sincerity? You can't buy it."

ad

e agin. Har harr! Wot noos

than?

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WHAT, ANOTHER GAME ON THE COVER? ARE YOU POTTY OR SUMMINK?
Well, to quote our publisher, Kevin Cox, "Yibble yibble yibble ker WHEEEE brrrrrrrrp blaaaaaaap." But no — our seventh exclusive cover game (count 'em), is set for next month's issue, so place an order with your newsagent now, or preferably sooner. Alternatively (sales pitch coming here), you could always fork out for a sub, 'cos for £15 you'll not only get twelve issues and a free Ocean/Imagine game, but also all the cover games at no extra cost. Bargain city, old cabbage. So watch out for the next bumpoid ish on 14th June!

FLYING TONIGHT

Pictured here with MicroProse supremo Major 'Wild' Bill Stealey, is Thomas Wharton, 15, winner of our *Gunship* compo from yonks ago. As someone who's planning to join the RAF after he leaves school, Tom was only too keen to brave the perils of a ride in the MicroProse stunt plane — looping the loop and all. This pic was taken before the trip (just in case he re-distributed his lunch afterwards), but he thoroughly enjoyed the experience and was completely steady on his pins afterwards. The pilot certainly put him through his paces, staying "inverted" for a fair few seconds (yeek!), performing rolls and diving around as in a WW2 adventure film.

MicroProse set up the day of fearsome flying stunts near its HQ in Tetbury, Gloucestershire, with many of the computer press attending, and a good time was had by all. And did *YS* ace reporter Marcus Berkmann follow Thomas into the stunt plane? Baaaaaak buk buk buk buk buk baaaaaak . . .



YOU ASK *YS*

This month: WHAT IS THIS SEAL OF APPROVAL RUBBISH? (Andy Donald, Chertsey).



We've actually received a number of enquiries about this, so let's ask the Seal himself. His name, by the way, is Basil.

"Arf arf arf. Yes, large whisky for me, if you wouldn't mind. Now, who am I, you're wondering? Well, I'm employed by *YS* to make sure that every game the mag reviews is completely and totally finished. So you can be sure that we're not pulling a fast one. Arf arf. 'Cos, y'know (leans closer), some other mags aren't quite so scrupulous. Won't mention any names but, (whisper whisper). Yes indeed. But we don't review games based on early demos or even screenshots, and we think you should know about it. Now, where's my cheque? Arf arf arf."

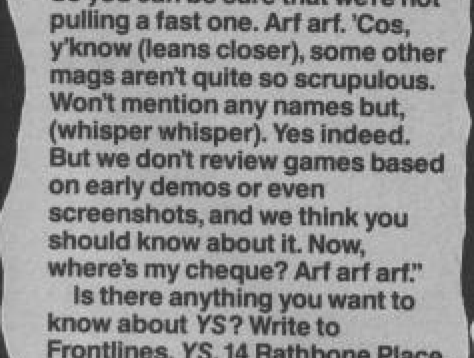
Is there anything you want to know about *YS*? Write to Frontlines, *YS*, 14 Rathbone Place, London W1P 1DE.

Very Clever Mr Bond, But Not Quite Clever Enough



Well if it ain't Roger Eyebrow biffing it out with Karangangaftanga (or summink), The Human Tinny Opener. This is, of course, a scene from the famous 1973 film, and soon-to-be Domark game, *Live And Let Die*, in which James Bond, or 'Shems' as the leading lady would have it, gets to do a lot of messing around in boats. In the new game, in fact, he get's to do little else. So there he is, in his speed boat, and he's got to avoid the crocodiles, islands, poison dart spitting scarecrows, corpses rising out of the water, and skeletons throwing spears. Of course, being Bond, you've got a small arsenal of rocket launchers, shells, machine guns, exploding Y-fronts . . . (*Pay attention, 007! Ed*) When 007 gets killed, he floats up to heaven with a halo over his head, and a fresh agent, 006, floats down to continue the job. Sounds good, eh? Okay, that's all, 007. Give your order to Moneypenny on your way out.

FLICKING HECK!



Take a butchers ("Oi! Leave me alone!"), at the bottom right corner of this ish of *YS* and you'll notice our brill'o Charlie Chaplin flickbook, produced in conjunction with US Gold (whose *Starring Charlie Chaplin* game's out soon). Now, you might find that all the ads and things get in the way of you getting the most out of it as it stands, but thanks to the P Snout School Of Animation, here's how to make the real thing. All you need is loads of thin card, an elastic band, a pair of scissors and about a ton of sticky-back plastic. Well, you don't really need the sticky-back plastic, but who's counting?

Right, are you paying attention at the back there?

1. Cut out all 30 of the frames. (Remember that the story runs from the back to the front.)
2. Stick each frame onto a piece of thin card, numbering each card on the back. The card should be about twice as long as the frame (so you've got something to flick).
3. Make sure the pieces of card are about the same dimensions, and the figure is around the same place on each card. (An old pack of playing cards might be worth trying out.)
4. Now bind them all together at the other end with an elastic band. And get flicking!

Tzers

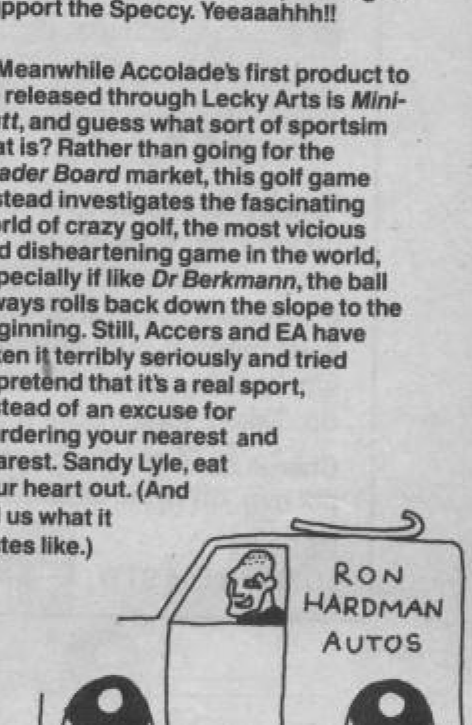
• Hmmm, suspicious. Not that we know anything yet for certain, or indeed anything at all, but three important company people, when asked whether there was going to be a 16-bit Speccy at sometime in the near future, each replied "No comment." Yes indeed, madam. Other, less reliable sources suggest it may be ready for the PCW Show (or whatever it's now called), in September. Not that there's any confirmation about anything from anyone. Still it would be fun, wouldn't it? So start saving...

• News of Epyx's big September release —*Gold, Silver And Bronze*, a sports sim compilation with 23 different events, encompassing *Summer Games I* and *II* and *Winter Games*. What's just a re-packaging of old material on other formats, is of rather greater interest to Spectrum owners, as the two *Summer* titles have never been available for the old computerised beermat before. Which means a huge and mostly new sportsim at a pretty useful price. Let's hope it's a little more polished than *California Games*, eh, lads?

• Hewson's plans for the year have been revealed, and pretty damn rinky they look too. *Roadstar XRi* is the next one from John Phillips, he who wrote *Nebulus* and *Impossaball*. Due in late August, it's described as a racing-shoot-'em-up-puzzle game (well of course), in which you fizz around 3-D tracks on an air vacuum (eh?), shooting your path through the maze of obstacles. Sounds weird. *Netherworld* comes from Charlie Tee, who must be the first Finn to make a mark (or indeed a markka), in games programming. This one features acid-spitting lizards and skulls that toss out squelchy eyeballs — business as usual, clearly. Finally there's the peaceful-sounding *Battlecar Marauder*, a vertical scroller involving death, violence and mayhem galore. This'll be the first one to appear, in early summer, and it's the work of Glaswegian Mark Kelly. See you, Jimmy!

• Had a jolly lunch with the Domark boys, still counting the moolah they've made from *Star Wars* and all those TV Games. Like quite a few exhibitors, they've pulled out of this year's PCW Show —seems that the cost of putting up a stand there is, well, not so much high as ionospheric. Meanwhile, there's *Empire Strikes Back* to look forward to in July, and after *Live And Let Die*, yet more Bond games at the approximate rate of one a year. And unlike meaner spirited companies, it's still planning to support the Speccy. Yeeaaahhh!!

• Meanwhile Accolade's first product to be released through Lecky Arts is *Mini-Putt*, and guess what sort of sportsim that is? Rather than going for the *Leader Board* market, this golf game instead investigates the fascinating world of crazy golf, the most vicious and disheartening game in the world, especially if like *Dr Berkmann*, the ball always rolls back down the slope to the beginning. Still, Accers and EA have taken it terribly seriously and tried to pretend that it's a real sport, instead of an excuse for murdering your nearest and dearest. Sandy Lyle, eat your heart out. (And tell us what it tastes like.)



Skill......... Tactics......... Strategy......... Decisions............ Excitement......... Tension......... Action

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FUTURE SHOCKS

It's back, it's back, as a matter of fact. As a matter of fact, it's back. What's more, it's never been away. All the previews fit to print, plus a few more (fnar) . . .





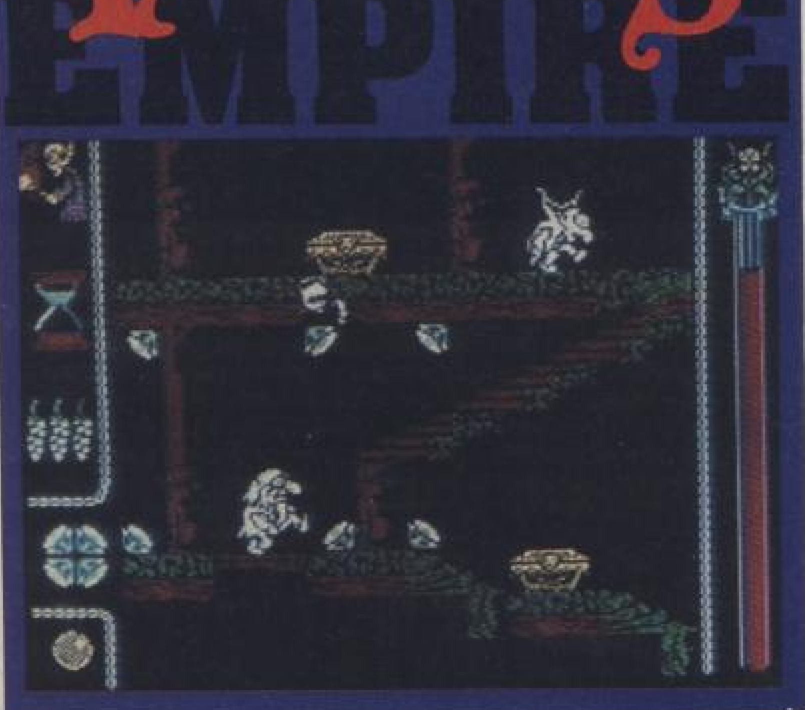
STREET FIGHTER

Bit of a stop press, this one. But lumme, look at those screenshots. Those sprites must be eight blocks high! *Street Fighter* is the latest product of Go!'s licence deal with Capcom, and our seedier readers who hang around arcades all the time will certainly know of it — if the crowds around the machine in our local coin-op emporium are anything to go by. On the face of it, of course, it's just another martial arts beat 'em up. But with the programming talents of Tiertex behind it (they gave us *720°*, if you remember), you won't be amazed to hear that it's more than a little out of the ordinary. The playable demo we've seen is cracking good fun (yeow!) — it's fast, good looking and well hard. Watch out for a review of the real McCoy (you must be out of your Vulcan mind) very soon…

PREVIEW OF THE MONTH

Odd looking platformer from Gremlin, this, innit? But it is in fact a Magic Bytes game, from those wacky Germans who put out *Clever Und Smart* a few months ago, via Ariolasoft. Well, as you probably know by now, Ariolasoft is no more, and the Bytesters have moved over to Gremlin. And why not, as Macca would say. This looks nearly as fabby as the ST version, and that's saying something. (To be precise, it's saying "This looks nearly as fabby as the ST version." We're not total nerds here, you know.) No price or release date yet — more info soon.

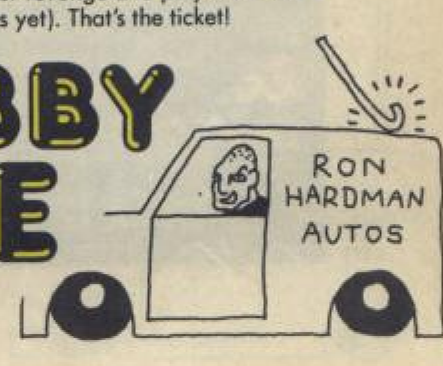
VAMPIRES EMPIRE



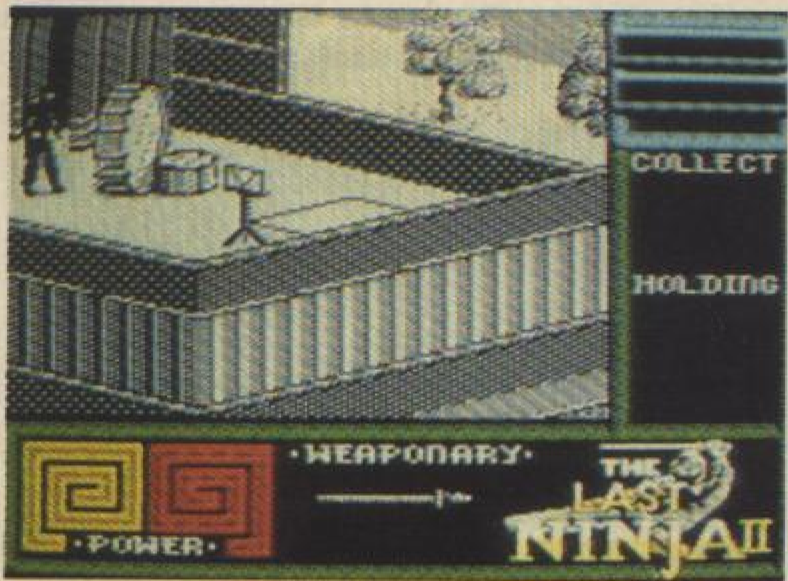


Well of course. Grand Slam's doing a lot of stuff from Teque (*Terramex*, *Flintstones*) and here's another one, a platform game not a million miles from *Monty Mole*. No shock there, of course — the Teque boys, Harrap and Hollingswoth, were the people who started the ball moleing, when they were working for Gremlin. This one is based on a Sheffield 'character' named Chubby Gristle, a rather corpulent traffic warden whose catchphrase is apparently "You can't park there." Ah the wit, the humour, the sheer brainpower of the traffic warden! Get your revenge and play this little number when it appears, (sorry, no price details yet). That's the ticket! (Groan).

CHUBBY GRISTLE



FUTURE SHOCKS



THE LAST NINJA TWO

This one really crept under the finishing line, but worra turn-up pour les livres! We've all been waiting for the first *Last Ninja* (if you get our drift) for ages, and then we get the sequel first! But according to System 3's Mark Cale, the original Speccy version of the first *Last Ninja* (let's call it the first first *Last Ninja*) was not awfully good — in fact it suffered from being crap. A re-written version, the second first *Last Ninja* should be out in the autumn. Meanwhile the second *Last Ninja* is ready, so he's releasing it now, along with the Commodore and all the other versions. The question is, will the second *Last Ninja* be the last *Last Ninja*? Or if we count the autumn release, will the last first *Last Ninja* be the real last *Last Ninja*, or will it be just the second *Last Ninja* (to come out, that is)? And why have we all got a headache? Anyway, *The Last Ninja 2* (for so it's called) will be emerging from System 3's HQ any day now, and you can expect to pay a penny under a tenner for it.

EARTH LIGHT

Few programmers retain a personal following in these corporate days, but one who does is Pete Cooke, who wrote *Tau Ceti* and *Academy* (*Drool! Phil*), for CRL and *Micronaut One* for Nexus. The latest lucky company to sign him up (no doubt he's manacled to a keyboard somewhere in the basement, so he doesn't get away), is Firebird, which is releasing his newest spanker, *Earthlight*, in June. And dunnit look a treat? It's a scrolling shooter — what else? — but features some incredible shadowing effects, as you can see. The light streams down from the revolving Earth in the background (hence the name, *Earthlight* — geddit?), so everything that flies over the moonscape has a whizzy shadow. Add this to the superb 3-D perspective effect, and it looks as though we may be in for a humdinger. Review to follow, let's hope next month. Oh, and it'll cost you £7.95. Yowzer, yowzer!



CROSSWIZE

What, a sequel to *Sidewize* already? Ho yus, and this is apparently "the most technically innovative shoot 'em up ever written for the Spectrum." Never heard that before, have we? Still, it's been written by Steve Weatherill and Colin Grunes (good name that), the bozos behind *Nodes Of Yesod, Arc Of Yesod, Heartland* and of course *Sidewize*, so who knows? This one has fully animated backgrounds, up to ten aliens on the screen at one time and continuous ranging scrolling landscapes (sounds nasty — you'd better see a doctor). There's always room for another shoot 'em up — well, let's hope so, for Firebird's sake. *Crosswize* is due out any day now, at the modest price of £7.95.





FUTURE SHOCKS



JOE BLADE II

He's back, back, back! Who you may ask? Joe Blade of course in a new sequel to the original classic, *Joe Blade* called *Joe Blade II*. Blimey!!

It's 1995, and the streets of London (sing on Ralph), have become overrun with muggers and punks making life hell for all law-abiding citizens. Sounds a bit like 1987 to us! There is only one man who can clean up the city — Richard Branson! Sorry, Joe Blade. You'd better order your Donkey Jacket now, 'cos he's out now at a mere £1.99. Don't rubbish it!

HERCULES — SLAYER OF THE DAMNED



Well there's a macho title if ever there was one. Almost certainly better than *Donald — Feeder Of The Guinea Pigs*, or even *Philip — Eater Of The Sandwiches*. This latest thumparound from Gremlin has the now oblig massive sprites, to go with the even more oblig silly storyline. But hold on. We're Talking Greek Myths here. For (deep American voice), many thousands of years ago in Ancient Greece, a son was born to the king of the Gods, Zeus, by Akcmene, a misspelt mortal. (Bit of rumpy on the side for Zeussy, oho.) The boy Hercules, also called Heracles and Alcides (depending on who was asking, no doubt), was hated by Hera, Mrs Zeus, who placed a curse on him. Even so, he grew up safely enough, got spliced and had some sprogs, but one night, bewitched by the curse, he killed his children as they slept. He was a bit upset about this, not surprisingly, as were the Gods, who set him twelve terrible tasks to complete, to save his soul from eternal torment. (Well, it's better than 20 years to life...)

Actually it's a great story if you like that sort of thing, so let's hope Gremlin do it justice. It's a biggie, anyway — out soon, at £9.99.

IMPOSSIBLE MISSION 2





Well, we've certainly been looking forward to this one. *Impy 1* was one of our fave games EVER (although, horror of horrors, it was a mite better on the Commodore), and the new one is along similar lines. You're an agent, and your mission is, yes, to prevent the world being destroyed. All in a day's work, natch. What it all comes down to is eight towers, all with very *Impossible Missiony* rooms, full of computers and terminals and nasties and platforms and lifts, and you have to groove through each building opening safes and recovering musical sequences. Yes, musical sequences. Unfortunately, the musical facilities on the Spec are not considered quite up to this sort of thing (in other words, you wouldn't be able to recognise the tune), so instead we get lyrics — you know, "I should be so lucky, lucky lucky lucky, I should be so lucky-eahhhh." Or whatever. Anyway, *Impy II* is on its way from Epyx, to appear sometime soon. Price? £8.99.

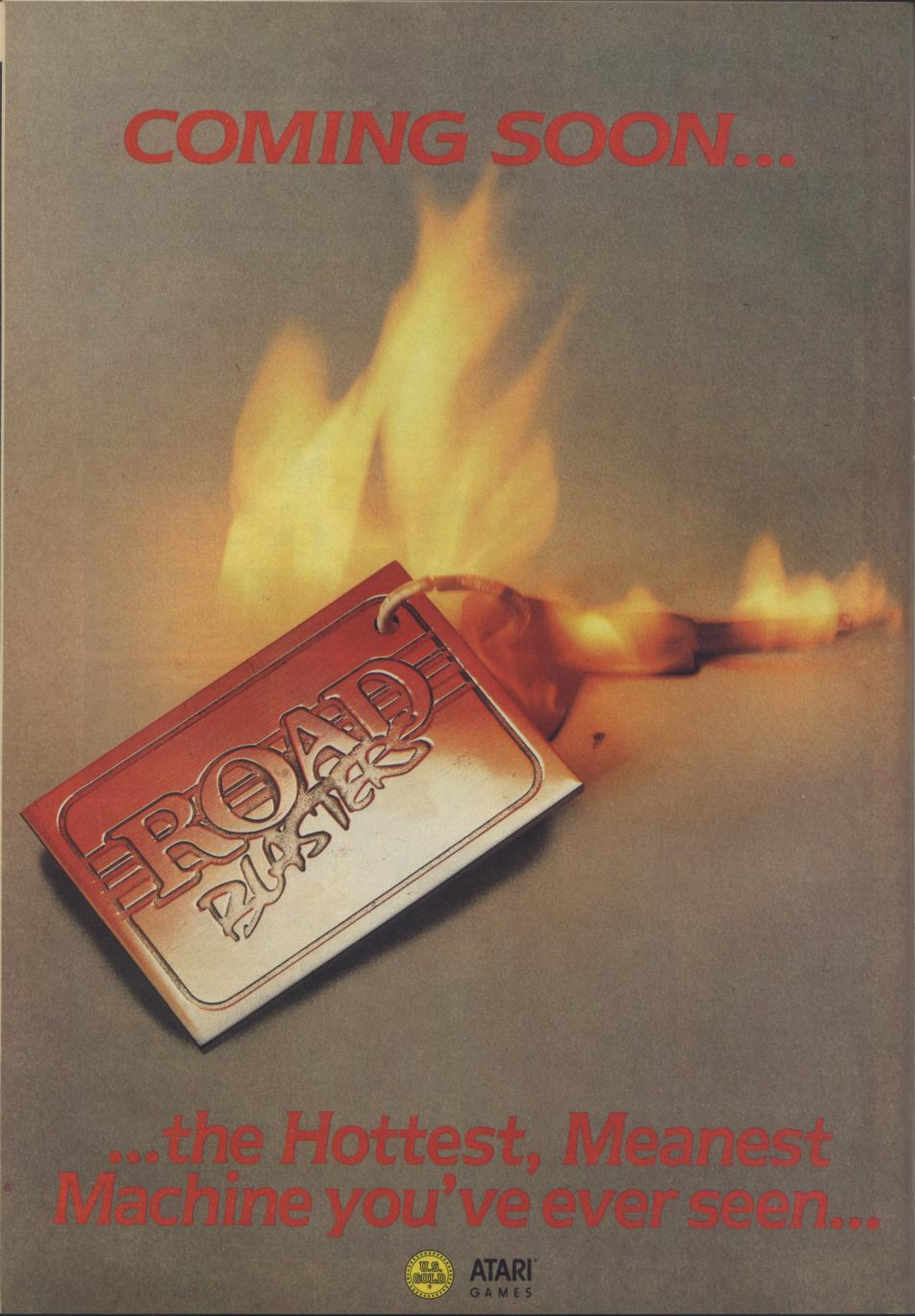


SHANGHAI KARATE

Ah so! Lo Yin, he velly, velly blave. He karate wallior who is being chased by ze velly hollible Wang Chen. Oo-er! Lo Yin has ze scrolls (velly nasty), and ze evil Wang Chen is after zem. Can Lo Yin kick his way from Changchun to Shanghai, and deposit the scrolls with his friend Derek in Slough before Wang Chen catches up with him? Phew! *Shanghai Karate* from Players costs velly, velly little at £1.99, and is out now!

COMING SOON...
Lecky Arts' *The Bard's Tale*...
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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

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HOVER BOVER

As the managing director of Gardensoft, I wish to complain about the unfair review of our recently released *Advanced Lawnmowing Simulator*. It was nice of you to give the program a Megagame stamp, but I feel you made some serious omissions.

Firstly, there was no mention of the full colour A3 poster of a Qualcast Concord mower, free with every copy of the program on Plus 3 disk. Secondly, you did not inform your readers of the program's compatibility with the Interface Two, Currah Microspeech (Don't chop up the worms!"), and the Trojan lightpen. I believe this is a deliberate attempt by larger software houses to put us out of business before we take over the entire market, by bribing magazines to gloss over the finer points of our products. For instance, the extensive advertising campaign we initiated has never been seen by the public. How do you expect us to sell games when you 'forget' to run our full-page colour advertisements for the game, featuring the lovely Rosie Bush, tastefully garbed in green bikini and wellies? I trust these shortcomings will not occur in the future when we unveil our next range of games, including *DIY Wallpaperer Simulator*, *Household Chores Compendium*, and the state-of-the-art *Boiled Egg Timer* strategy/adventure concept game, available in the summer exclusively for the new Spectrum +4, with built-in Laserdisk RAM storage.

G Miller
Gardensoft Publishing
Empire plc
Dover, Kent.



We certainly could never accuse you of letting the grass grow under your feet, what with all these new products coming out. I'm sorry if you found our review to be a thorn in your side, we thought it was a cut above average. Still at least we've printed your letter, which should help you regain your composture. Not only that, here's a picture of that mower that's a lot less bovver than a hover that you've been crocusing about! **Ed**

PAYNEFUL

I recently bought a rival mag for the 'free' game tape on the cover, to see how it would compare with your games. After reading through the mag, I have come to the conclusion that *YS* caters for readers of higher intelligence (I mean, who wants a letters page run by a rabid, psychopathic teddy? T'zer is bad enough!!). This other mag seems to think its tape is better than everyone else's, having a game on one side and a playable demo (gasp, gasp), on the other.

I therefore suggest that your next cover tape be something a little more upmarket and technical like a graphics utility or an adventure creator (mini-*PAW* or *GAC*?).

Changing the subject slightly, I have every issue of *Your Spectrum/Your Sinclair* and while I find that the mag has improved tremendously over the years, I think you concentrate too much on games, and not enough on utilities and peripherals (only one Hardware/Hard Facts special since July '87).

Still, enough griping — thanks for a great magazine. But please take note of my ramblings — some of us don't play games all of the time!!

Martin Payne
Portsmouth, Hants.

PS I like orange Smarties and milk chocolate M&Ms.

You should be well-pleased 'cos we've recently started a page every month called Rage Hard which is solely on hardware peripherals. What do you think? **Ed**

MEGAGAMES

I have written this letter in praise of the excellent quality of your free games. I read all the Spectrum mags, *Crash*, *Sinclair User* and *Your Sinclair*. They have all had games on the cover. *Crash* had playable demos, *YS* had proper games and *Sinclair User* copied games. They gave a copy of a game called *Zarjaz* which is a scrolling shoot 'em up. The thing is, that if you have played *Zub* and then pressed 2,4,6 and 8, you get a game called *Lightfarce*. *Zarjaz* was an exact copy of the game, apart from the title. It makes me so mad that they should charge an extra 50p for a game everyone has got or played. Thank you again for your high standard of games.

Daniel Nugent
Hanworth, Middx.

Well, you'll already have played Blind Panic *by now which we reckon is another spanking game. What do you think of this month's game* People From Sirius*? I personally think it's pretty damn good. Why not write in and let us know? Unless of course you don't like it, in which case don't.* **Ed**

DOODLEBUGS

Oodle away and have doddles of fun — it's a doodle! (*Eh? Ed*) Then send your cartoon to *Doodlebugs*, *YS* 14 Rathbone Place, London W1P 1DE. There's a badge and a game for any printed!



This sensitive portrait of an ex-ed in exile comes from regular *YS* correspondent Richard Pelley from Westbury-on-Trym.

THE WONDERFUL WORLD OF THE SPECCY

Yes, every month we invite readers from overseas to write in and tell us about the wide world of Speccy playing.
Or something like that...

Please send me the emolems and prospectus and catalaogne fo yoor famusfim ithik yoor sars are and the best yor int the world i world bewry. Pies as passiole.

Lapinski Wojliech
Lapy, Poland.

I think you'll find that it's on page three of the August issue of World Turnip Monthly, *under the heading* Propagating Your Old Bulbs. *Failing that you can always ask your local MP.* **Ed**



Letters

LIKE A VIRGIN...

I was very interested in reading the article about role-playing games in the February issue of YS. I noticed at the bottom (fnar), you thanked Virgin Games Centre for the info. Could you print the address for Virgin Games as I (and many others) would like to send away for some.

Allen Baird
Londonderry, N. Ireland.

Contact Virgin Megamail (the mail order branch) at 41-43 Standard Road, London NW10 6HF, and they'll send you a catalogue. Or phone 01-453 1366 or 01-453 1377. **Ed**

CLOSE ENCOUNTER

Please tell me, are you human? There is no human on Earth that could write a magazine with the same instant appeal, quality and style that makes me go all... ooh... just by looking at it. (*Eh? Ed*) I for one, trust every single one of your reviewers and recently burnt down my local computer store because it didn't stock 720°, which you rated as a megagame.

Owen Billcliffe
Parkhurst, Isle of Wight.

No, I'm an alien. **Ed**

ELECTRIC SHOCK!

I have a comment to make about *Desert Island Disks*. If stranded on a desert island with only your trusty Speccy, TV, tape recorder and eight fave games for company, where pray tell, would you find three plug sockets? On a nearby palm tree perhaps?

Also on page 40 of the March issue of your mag there is a Castle Computers advert and down the bottom on the left it says, "Doc The Destroyer RRP 75p Our Price £2.99." What a brilliant deal.

Simon Warner
King's Lynn, Norfolk.

Are you a complete aardvark or something? All you need to do is take some re-chargeable batteries and a battery recharger. See! **Ed**

IN TUNE

Your magazine has just about everything it needs — a good logo, a programming section, plenty of reviews and a letters page (or two). But there is one thing missing, and that's a title tune. You can't expect to compete with *Crossroads* or *Eastenders* without a title tune, so to make amends for this I have just spent some time (about two minutes), composing one for you. Just type it into any Speccy and away you go.

```
  10 REM [illegible]
  20 CLS : PRINT "  Your Sincla
ir  The Tune"
  25 READ A
  30 IF A=1988 THEN GO TO 100
  40 BEEP .1,A: GO TO 25
  45 DATA 0,12,0,12,0,12,0,2,4,0
,8,0,7,5,3,1,0,3,8,3,0,3,5,3,0,4
,5,0,4,5,0,3,0,3,5,4,3,0,8,9,8,6
,4,3,0,0,-4,0,0,-4,0
  47 DATA 12,0,12,0,12,0,-2,-3,-
2,0,-2,-3,-2,0,-3,-5,-7,-3,-5,-7
,-,-5,-7,-5,-3,-2,0,-7,-8,-7,-5
,-3,-2,0,0,5,0,0,5,0,12
  50 DATA 0,12,0,12,0,12,0,12,0,
1,2,3,4,5,6,7,8,9,10,10,0,12,0,1
2,0,12,0,-10,-12,-14,-16,-18,-20
,-22,0,12,0,12,0,2,3,2,0,0,2,3,2
,0,3,5,7,3,5,7,7,8,7,5,3,2,0,7,8
,7,5,3,2,0,0,-5,0,0,-5,0,-40,-40
,-40,-40,-40,1988
 100 CLS : PRINT "AGAIN (Y/N)?"
 105 IF INKEY$="" THEN GO TO 105
 110 IF INKEY$="Y" OR INKEY$="y"
 THEN RESTORE : GO TO 20
 120 STOP
```

David Smith
Belmont, Durham.

PS What does the J stand for in Rachael J Smith?

PPS Have you noticed that for the last year *YS* is getting around two pages thinner every issue? Is it on a diet?

Hang on a mo! That little ditty sounds a smidge like the Neighbours theme tune to me. I reckon this little melody I composed earlier is much better.
Di di di dee dee
Dum dum dum dah
Ooooooh la la!
What do you think? **Ed**
PS J stands for just.
PPS Its thicker you clot, but obviously not quite as thick as you!

HEY JIMMY!

While hunting through all my old issues of YS (looking for hints on old games), I noticed that nearly all the adverts for games had one of two things on them — either,
1) a rather spectacular woman's body (fnar), or
2) an act of unimaginable cruelty or violence.
Interesting, eh?

James Hughes
Stocksfield,
Northumberland.

PS If all you people in the south think all us in the north are thick, then why have we got Europe's biggest shopping centre?

Quite an achievement, I'm sure you'll agree. Any more comments on the north/south divide? **Ed**



TRAINSPOTTER AWARD

WALTON EARTH?

I'm writing to warn of a new and terrible threat that is spreading like wildfire across the northeast of England — Trainspotter recruitment. Enclosed is a photograph of a Trainspotter with a new recruit (although note that the recruit has not yet reached a high enough rank to wear the coveted National Health spectacles). I am desperate, I need your help to rid the world of this plague before it goes too far, i.e. Margate.

A Walton
Ferryhill, Co Durham.

PS Please excuse shaky handwriting, as I can't see very well with these National Health specs on. Now, where did I put that Vic-20?



Crikey, things are getting quite bad aren't they. How could this sort of thing happen to one so young? I'd be interested to find out how far this epidemic has spread. **Ed**

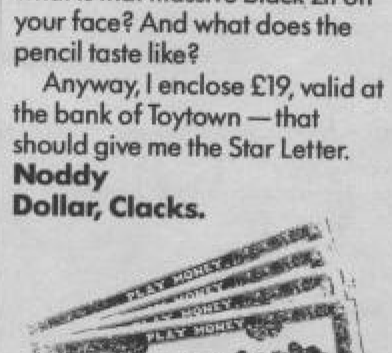
R.I.P.

It is with deepest regret that I bring this news to you, but last night the joke "my spaceship is parked at a parking meteor" (last printed in my letter, Feb ish), passed away peacefully in its sleep. I realise that this may come as a shock to a great many of you — but let's face it, it was ancient and unfunny.

On a brighter note — hey T'zer, you know that piccy of you at the start of the letters pages... well what is that massive black zit on your face? And what does the pencil taste like?

Anyway, I enclose £19, valid at the bank of Toytown — that should give me the Star Letter.

Noddy
Dollar, Clacks.



It's a sad day when an old joke is finally laid to rest in Bob Monkhouse's Rest Home For Elderly Gags And Ancient Jests, but I'm afraid it happens to all of us at one time or another. I too recently lost a faithful, depended upon old joke a few months ago. Why has Dumbo got Big Ears? 'Cos Noddy won't pay the ransom! **Ed**

HUNKY DORY

I would like to point out the severe sexual discrimination in your publication. How many times have we seen pictures of the YS 'hunks' (I've seen better hunks in a tin of Fray Bentos), (*I'm inclined to agree with you. Ed*), for the 'adoring' women readership? But when one of us males asks for a little piccie of yourself, Rachael Smith or another of the female production team, what do we get? Nothing!! (except a load of excuses that wouldn't even fool an English teacher.) So please, let's have a few pictures of you lot (and from the list on page 92, there seems to be quite a lot of you), maybe even a pullout poster?

Mark Owen
Ffestiniog, Gwynedd.

I posed for the cover photo last month, what more do you want? And don't let that lot on page 92 fool you. Most of those people are friends of the plumber who'd do anything to see their name in print. Anyway here's a pic of the Three Centigrades to keep you happy! But not too happy, mind. **Ed**



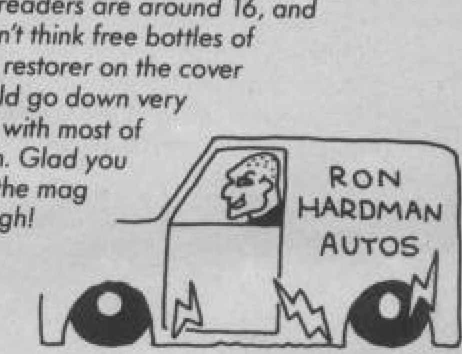
TROUBLE IN FIFE

Frontlines is good, *Future Shocks* is good, reviews are excellent. But (and this is a big BUT — see!), why do you always assume that your readership consists only of the under-16s? I am nearly 30! I thoroughly enjoy your mag, from cover to cover (and inside too!).

Please, please, PLEASE remember us older types (over 20, under a ton), who enjoy your humorous mag. Neglect us again and I'll tell my mum! Sob!!

A T Green
Glenrothes, Fife.

I'm sorry if you feel neglected. We do try to aim the magazine at all ages, but the majority of our readers are around 16, and I don't think free bottles of hair restorer on the cover would go down very well with most of them. Glad you like the mag though!
Ed



Letters

RINKY KINKY

I think you're dead cruel! I asked for a picture of Phil South (worrahunk), and all you printed was a photo of a teddy bear. I mean, you printed a picture of that gross Darrell for Claire Terry.

Anyway, here are a few questions for Phil. How old is he? Does he like the Pet Shop Boys? Do his socks smell as bad as my brother's? What does he do in his spare time?

So this time print a piccy of him. And Claire Terry, he ain't too ugly to be anyone's idol, so bleughh to you. Remember Phil, I think you're dead kinky.

Vicki Green
Wareham, Dorset.

Phil is sixteen years old, hates the Pet Shop Boys and doesn't wear socks. And anyway, do they smell as bad as your brother's what? He "noodles about with implements in his spare time," so he tells us, which means he eats a lot. I think you're a little strange if you think Phil's dead kinky, but here's a delicious beefcake (Yum yum!—Phil) picture of the hunk himself. **Ed**



THE REAL McEVOY

I was reading this month's issue of your megamag (issue 1), and was wondering how long it takes for a letter to be published.

Guy McEvoy
Penrith, Cumbria.

PS My entry for *Kindly Leave The Stage*: In 1724 the Irish invented the toilet seat. In 1725 the English put a hole in it.

It takes — this long — for a letter to be published. **Ed**
PS Funny how the English took a year to notice!!!!

APRIL FOOL

Okay then, who was the div who thought that we would fall for that awful April Fool joke that was so bad that I am not even going to bother mentioning it? We're not all Vic-20 owners you know!

Mark Franks
Sutton Coldfield,
W. Midlands.

PS Could you please tell me where I can buy *Advanced Lawnmower Simulator* by Gardensoft?

Glad to hear it! Sorry about the April Fool joke, we thought most of you would get it. You can purchase the Advanced Lawnmower Simulator direct from Gardensoft at Kew Gardens Ltd, London. **Ed**

SMALL PRINT

I dare you to fit my name and town on one line in the Small Print column.
Philip Michaelson-Yeates, Westcliff-on-Sea.
He who dares, wins! **Ed**

Get involved in some real Dutch cheese!
Marco Jurriens
Doesburg, Holland.
I once became heavily involved with a Gouda but the relationship curdled and didn't go my whey! **Ed**

Please print a picture of a hedgehog, just to prove that I'd move heaven and earth for Lisa...
Rob Moorman
Plymouth.
...Or that you're a bit of a prickly pair! **Ed**

I'd just like to ask if Tracey Hughes will go out with me?
Horness Spencer.
With a name like that, I bet she won't! **Ed**

This page was ripped out of my maths book.
Mark Middleton
Burton-on-Trent.
πr^2 to you and all! **Ed**

Could I have a signed photo of the crew?
A Whapham.
Okay, okay! **Ed**



Please print this on the letters page.
Brendan Crawford
Westport, Co Mayo.
Why? **Ed**

PRICELESS

Have you noticed what great value *Your Sinclair* is? It used to cost "£1" but now it costs "Still only £1."

Robert A Wilkins
Llangunnor, Carmarthen.

Except this month, when it costs £1.50. But that does include the People From Sirius, remember. What other mag gives you an entire race of extra-terrestrials for only 50p? **Ed**

NO RHYME OR REASON

I was shocked and stunned when I read "AKA" Jim Shine's insulting letter in February's edition of YS. What does AKA stand for — Art Killers Anonymous? His letter was a cheap shot at me personally, and the Irish language also. Even a complete moron knows that many Irish words carry two independent meanings and he deliberately abused this fact to mislead you. As Keats once said, "If one has no heart, one cannot write for the masses."

As a result of Shine's vile accusations, I have lost my poetic heart.

Ciontaigh O Cialla
Corryblusk, Co Cork.

I'm sorry you've lost your poetic heart. Can you remember where you left it? I'm sure Jim Shine didn't mean to insult the Irish language — just you! And anyway you of all people should know that the English language carries two meanings too, and what Jim actually said was that he thought you were sure to be the next Poet Laureate. **Ed**



KINDLY LEAVE THE STAGE

And from the Joke Morgue this month...

Q: What do you have if you've got one green ball in one hand and another green ball in the other hand?
A: Total control over the Jolly Green Giant.
Vicki Green.

Q: What do you call a woman with one leg longer than the other?
A: Eileen.
Michael Rose.

Did you hear about the three Irishmen who sat on the floor? One fell off!
Steven Scott.

Q: What's pink and hard?
A: A pig with a flick-knife!
Michael Skene.

Send in your crap jokes to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. There's a badge for every one we print.

DESERT ISLAND DISKS



This will be the last Disker for a while (sob, boo, hoo, call the National Guard), but we're going out with a goodie, from one **T Bear**, from Kendal in Cumbria. With those glasses, perhaps 'T' stands for Trainspotter...?

***Gryzor*/Ocean**
Zap, pow! Terrific. Similar to *Green Beret* but light years better. There's enough here to knock the stuff out of you.

***Elite*/Firebird**
Ye olde favourite game. Came out years ago, but still in a class of its own. With its superb combination of combat and trading skills, you just keep coming back for more.

***Match Day II*/Ocean**
Errr, remarkable achievement in football simulation. With both league and cup games it gives hours of unlimited fun. This game's in a league of its own. Geddit? Haw, haw.

***Silent Service*/Microprose**
Fire torpedoes one and two. Aye aye Cap'n. No sub standard game here. It's well worth reading the massive instruction booklet to play this fine simulation, based in WW2 Pacific waters

***Worm In Paradise*/Level 9**
Nice tough adventure to rack your brains on after your evening nap. More complex than a bowl of spaghetti, but heaps of fun.

***Through The Trap Door*/Piranha**
A great sequel to *Trap Door* based on the hilarious children's TV series. I just lurve the large detailed graphics, like Berk's eyes spinning when he falls.

***Batty*/Elite**
Best thing since battered fish. Worra game. This keeps me going for hours, even though I'm useless at it. Promoted by a superb magazine (grovel, grovel).

***Out Run*/US Gold**
Broom, broom, vroooomm! Belting along in my Ferrari with the wind blowing through my fur, watching the scenery fly by. This game is brill, a superb conversion from the arcade game.

And that's it from *Desert Island Disks*. Next month we'll be publishing the final Diskers chart, with the all-time faves of everyone who's ever written in to the column. Yes, everyone! Cripes!


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£9.99 Cassette – £14.99 Disk
MSX £7.99 Cassette

BLOOD BROTHERS
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£9.99 Cassette – £14.99 Disk
AMSTRAD CPC
£9.99 Cassette – £14.99 Disk
SPECTRUM 48/128K
£7.99 Cassette
SPECTRUM +3 £12.99 Disk







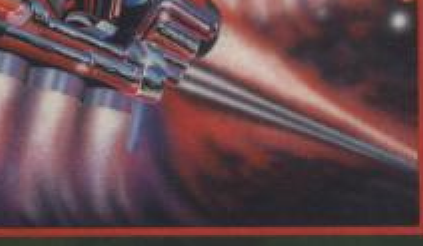
HERCULES –
SLAYER OF THE DAMNED

Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to exonerate the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous skeleton hordes and ultimately overcome the evil minotaur. To slay the damned is his only saviour in repenting his sins.

BLOOD BROTHERS

"Our blood is mixed,
We are as one,
Let no man or beast come between us,
And let nothing deter us from our aim,
To avenge the deaths of our parents,
And destroy the Scorpians,
DEATH TO THE SCORPIANS"





GREMLIN

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

PEOPLE FROM SIRIUS

You cannot be sirius! People are always asking when we're going to review some sirius software, but this time we've gone one step further — we've bunged it on the cover!

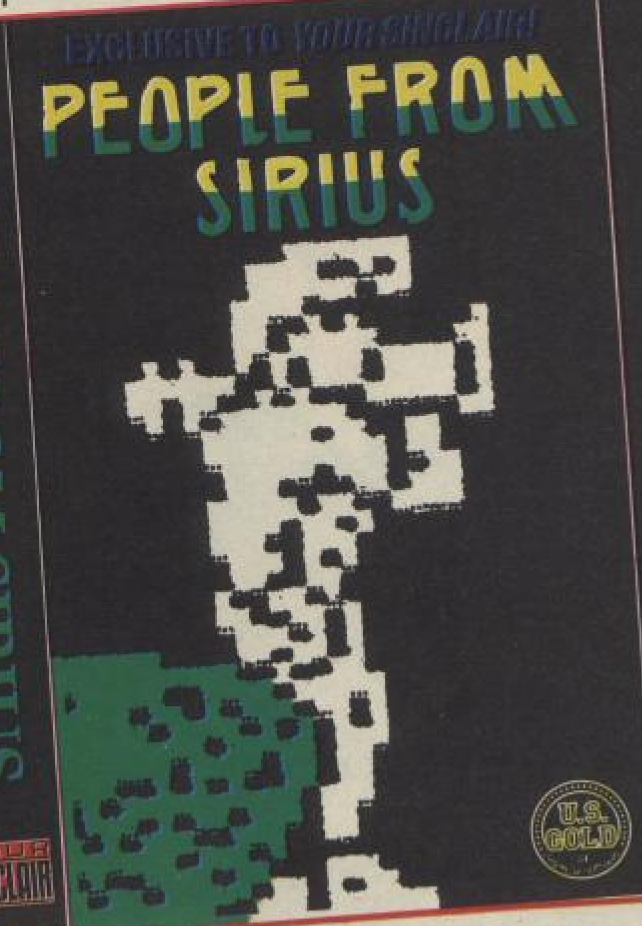
FOLD

CONTROLS

Keys:
O/P – left/right
Q/A – up/down
M – fire
H/R – pause/restart
Joysticks: Kempston, Sinclair, Cursor

PEOPLE FROM SIRIUS

YOUR SINCLAIR



HOW TO PLAY

To escape you must find the five parts of an electronic key, which will allow you to teleport up to the spaceship. You start unarmed, but if you enter a Life Machine, you turn into an armed superman — although the effects, as ever, are temporary. As you stand in front of the machine, turn to face it and then press up to go inside.

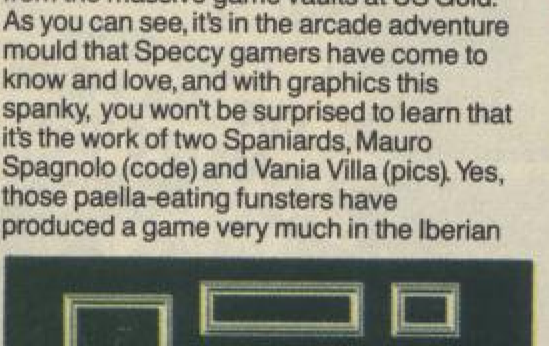
Press fire twice to kill your enemies, the first time to shoot and the second to make the shot explode. You're also provided with a lamp, but when the battery runs out you'll be enclosed in total darkness. To get a new battery or more ammunition, shoot the computer's sensors, which flutter in every room of both base and ship.

When you get to the spaceship you must seek out the central computer and destroy it. But be careful: the computer is booby-trapped and its destruction will set off a countdown explosion that will reduce the base to rubble. You'll have to get back to the entrance of the cavern before the countdown finishes or you'll be blown to atoms. So don't say we didn't warn you?

FOLD

Yes, here we are again with another *YS* cover game. And yet again it's a corker. It makes you wonder, doesn't it? Surely there must be a catch? Well, there's none we know about, unless the idea is to turn *YS* readers into gibbering slaves, so addicted to their 50p cover games that they don't notice that the entire planet has been taken over by Treens from the planet Pning. Or something like that. Well, it's a thought, isn't it?

This month's ripper is a natty little game called *People From Sirius*, and it comes from the massive game vaults at US Gold. As you can see, it's in the arcade adventure mould that Speccy gamers have come to know and love, and with graphics this spanky, you won't be surprised to learn that it's the work of two Spaniards, Mauro Spagnolo (code) and Vania Villa (pics). Yes, those paella-eating funsters have produced a game very much in the Iberian



Time to get into the Life Machine and get some weaponry before that little critter crawls up and nibbles your ankles.



In the dungeon with your bazooka (fnar). Blast that goblin and look around for another exit. And who's that skinny fellow having a nap?

mould — lots of wandering about 'n' mapping 'n' shooting 'n' admiring the scenery. What's more, this is a game that'll keep you araldited to your TV screen longer than a videotape loop of Sam Fox on *Top Of The Pops* — 'cos it's that addictive. (What? *That* addictive?) Well, yes, and a bit more, actually.

So what's occurin'? Well, it seems that many thousands of years ago, these coves from Sirius arrived on Earth in a massive spaceship and stayed to teach the native cavemen all sorts of amazing skills. Yes, it was those wacky canines from the Dogstar who, through the ages, have been responsible for the pyramids in Egypt, for linear developments in partial differential calculus, and more recently for game shows and butterscotch-flavoured Angel Delight.

All the remaining aliens are now dead though, killed by a lethal virus. Only a few zombies remain, kept "alive" by a series of Life Machines based in a hidden cavern somewhere in the Amazonian jungle. Well, it was a hiddern cavern. You see, you just found it.

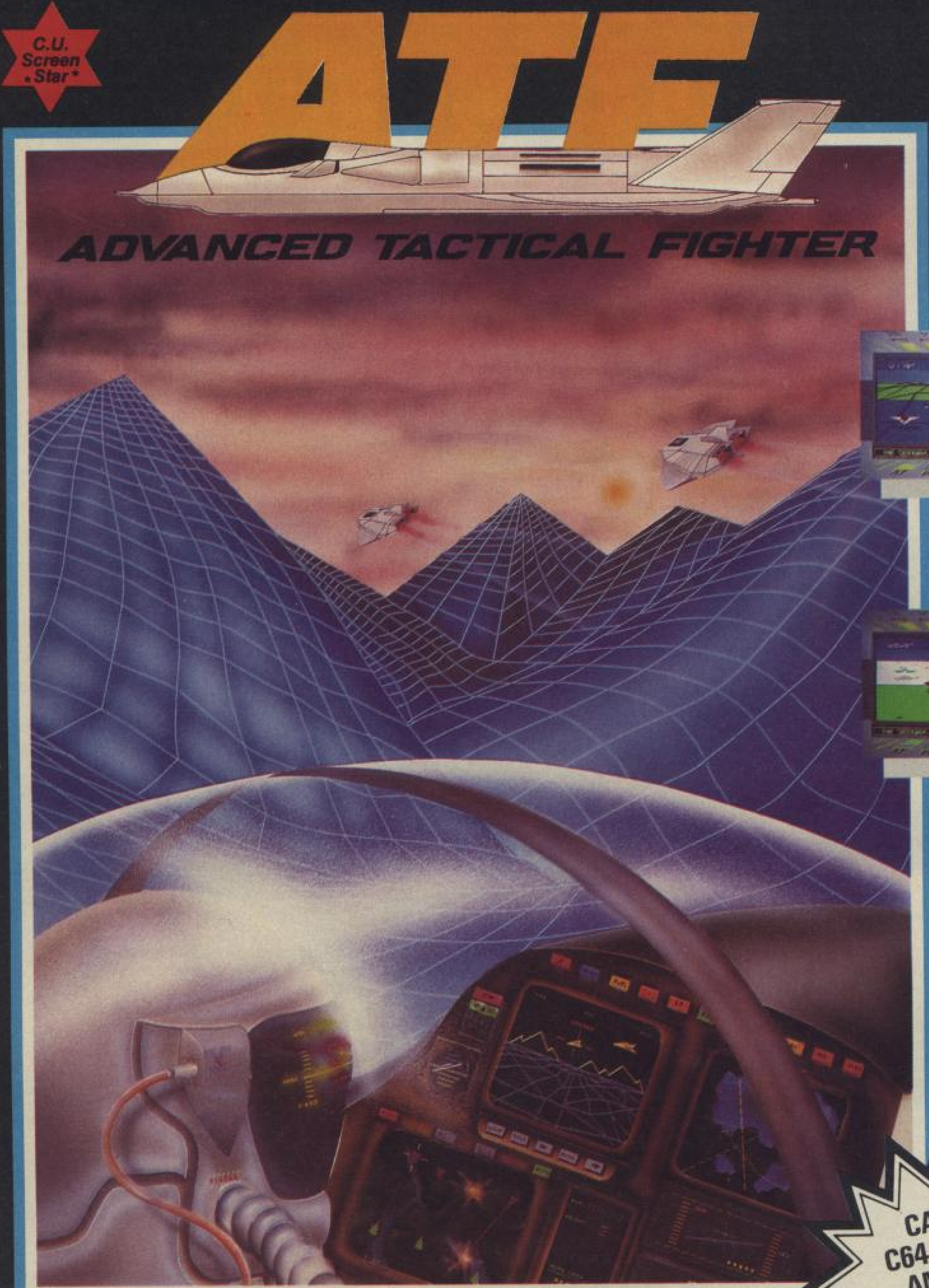
Naturally, you're a brave and fearless sort of fellow, but even if you weren't you couldn't get out anyway. For you must find five parts of an electronic key, and these are hidden round the base. With this you can teleport up to the spaceship (still in orbit after thousands of years), and trash the computer which is running the whole show. Only then will you be able to escape and return to civilisation, or even Manchester.

Good stuff, eh? And of course *People From Sirius* is a complete game — full, fab and unsullied by duffo demos. Nor will you find it elsewhere — as ever, it's totally exclusive to *YS*. We think you'll love it, 'cos though it's from Sirius, it ain't no dog! (groan).

TAPE TROUBLES

If your copy of *People From Sirius* fails to load, even if you've corrected your deck with an azimuth alignment program and screwdriver, here's what you do. Send the tape in a large, strong envelope to Sirius Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self-addressed envelope with at least 18p on it. Please don't phone or send your game to the office as we cannot deal with the problem here. The exclusive copy of *People From Sirius* is available on all copies of *YS*, and it's free on all subscription copies. So if you want any of our exclusive cover games free, get a sub!









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HINTS 'N' TIPS

YS TIPSHOP



Phil Snout *wraps his nose round some of your hints 'n' tips, in the world's best Sinclair games hint exchange.*

Hi, fruits. How are you? I'm in a good mood today. It's our first day in our new office and if I don't pass out from the smell of paint, it should be a great edition of *The Shop*. It's great being bigger than ever before... no, not my tummy, stupid, the *Tipshop*. (Tsk!) Being the fattest little hints'n'tips section on the Earth is brill, but I'll try not to let it go to my head. I've just got one thing to say to you and that's MAPS. Yes, it's time to get your crayons out, because as you may have heard on the news, there's a national map shortage. So send yours in today, new games only mind, drawn in black ink on white paper, and no more than A4 (approx 11 x 9) in size. Send them to *YS* Tipshop Maps Appeal, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Okay, we really do have a heap of "stuff" to show you today, so let's cut the chit-chat and crack right on with it.

Eagle's Nest

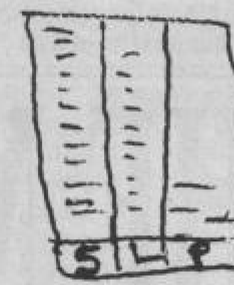
● Now there's a thing. A tip that I really wasn't expecting, this one. I mean yes, you always expect a few *Gauntlet II's*, a number of *Gryzor's* and the odd brace of *Out Run's*, but *Eagle's Nest*? No way, José! So it's **Matthew Hunt**, my little stormtrooper, with our first tip. Take it away, Obersturmbannführer! **"Here's a quick tip for *Eagle's Nest* fanatics. Simply add the following names to the scoreboard:**

DAS MAP	**Gives you map mode.**
DAS CHT	**Cheat mode/infinite lives.**
DAS NME	**No Enemies.**
MAP OFF	**Turn off map mode.**

and you'll be able to enjoy much more *Nest* for your money." Well, whoopie doo! Thanx Matt. Any more like that at home?

Scumball

● Nice one, **James Mackintosh**, getting the first *Scumball* hint for *The Shop*! So what's the crack then? **"This table**



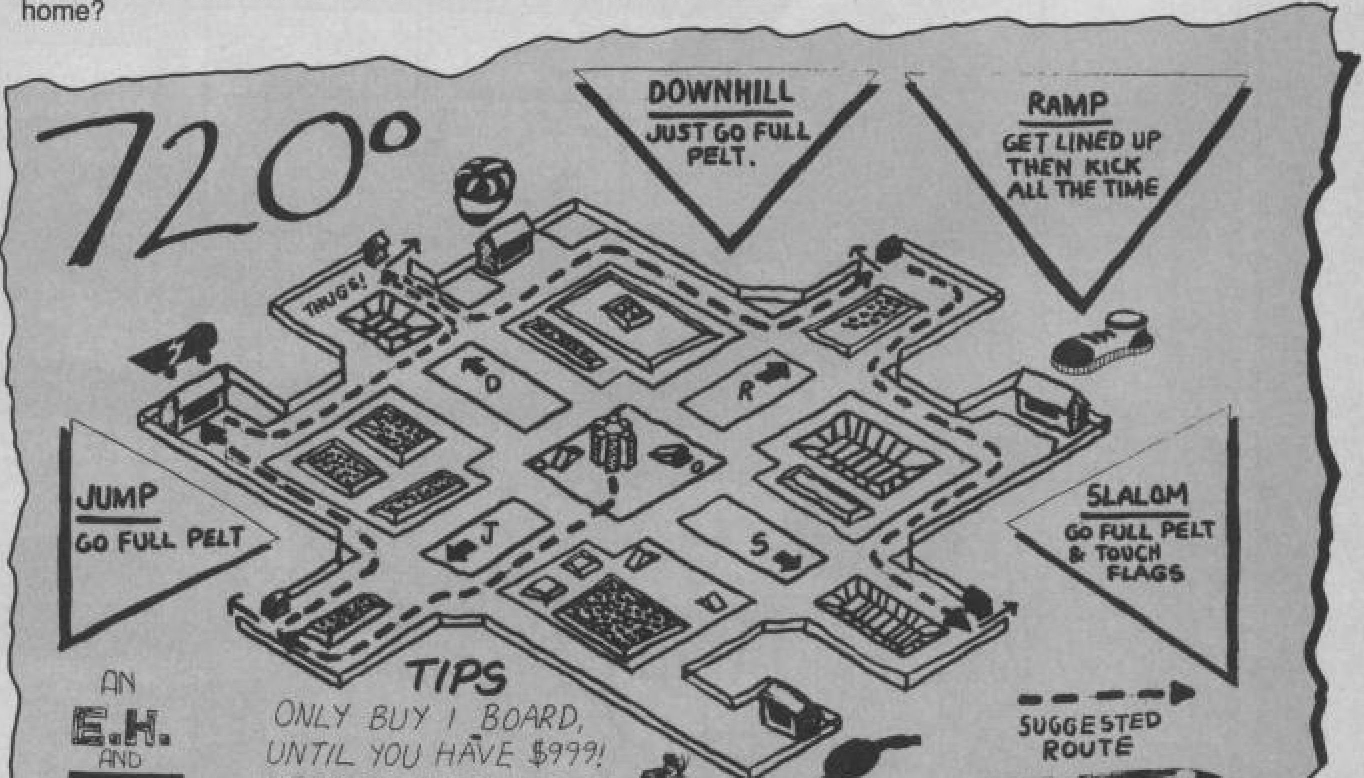
shows your firepower and how long you've got left to live. The P setting shows how long you've got, and pressing the SPACE key just as it dribbles out, means you can have the three settings renewed. The best bit about this is that you still have the same lives! Another way of replenishing your energy is when you see one of these:



with water squirting out of it. Stand on it and your energy will go up again. There you go, that's it!" Cheers Bigears. And I like the little diagrams. How about all of you doing little drawings of what you mean? Y'know, sometimes you make it pretty hard for me to understand what you're dribbling on about... (*Oi Snouty, stop harrassing them readers! Ed*) Sorry. Nice piccies, ta.

BASIL the Great Mouse Detective

● It's not often I get a letter written on a scrap of yellow cardboard, but **Michael Auton** has done just that. Interesting notepaper there, Mike. Anyway, it seems that Mike has something to say about *Basil The Great Mouse Detective*. So, let's unfold this bit of card (crrrreeeeeaakk!) and read what he's got... **"Stuck with *Basil The Great Mouse*? Well, here's some help. On level one collect the gun, knife, paw, matches and the cigarettes, then go to the docks as far as you can go, and the exit to level two is revealed. On level two, there are two clues, a lock and a candle... Oh, I think I've found another clue for level two...! Bye!"** Er... what? What clue? Come on, gis a clue! Oh flip, he's gone. Well, it looks like we're gonna have to wait for the jolly old finish of this one. C'mon Mike, don't leave us in suspense. NEXT!



● A map for *720°*? Naaaahhhhh! Can't be. But yes, in fact, because this time it's got the best route marked with an arrow and a load'a'tips (yaaahhhh) marked on it in blue. (For those of you watching in black and white, that's the one next to the pink, Haw haw) So many thanx to **Edward Hoskin** for his brill hints and great penmanship.



Freddy Hardest

● OOOOPS! Oh dear, what's all this? A stupid mistake? Who could have made it? Oh dear, oh dear! ME? I don't make . . . why that's an *outrageous* suggestion . . . I never . . . (snurfle, murfle) . . . Okay, I admit it. There was a typo in the last but one Tipshop, in the *Freddy Hardest Tip O'The Month*. Eoh Neoh! It seems the number for the next level was misspelled as 897563. The actual number was 897**65**3. The numbers 6 and 5 got switched somewhere along the line. But we can take it. 'Course we can. Thanx to **Mats Orveland, Phil Wilson, Paul 'Gadgie' Calvert, Doc Berkmann** and **Dave McCandless**. I'm thanking Dave, 'cos in the very same issue he printed the right numbers in *Practical POKEs*. Just think, if it wasn't for that, no one would have been any the wiser. (Watch it! Dave) Haw, haw.

Grand Prix SIMULATOR

● **Justin Moy** is a birrava lad. He must be to play *Grand Prix Simulator* and come up with a tip and a little diagram of how to beat the third level of this berilliant game. Gerron wiv it.

"Are you trying to get past level C? There are two ways.

TIP O' THE MONTH

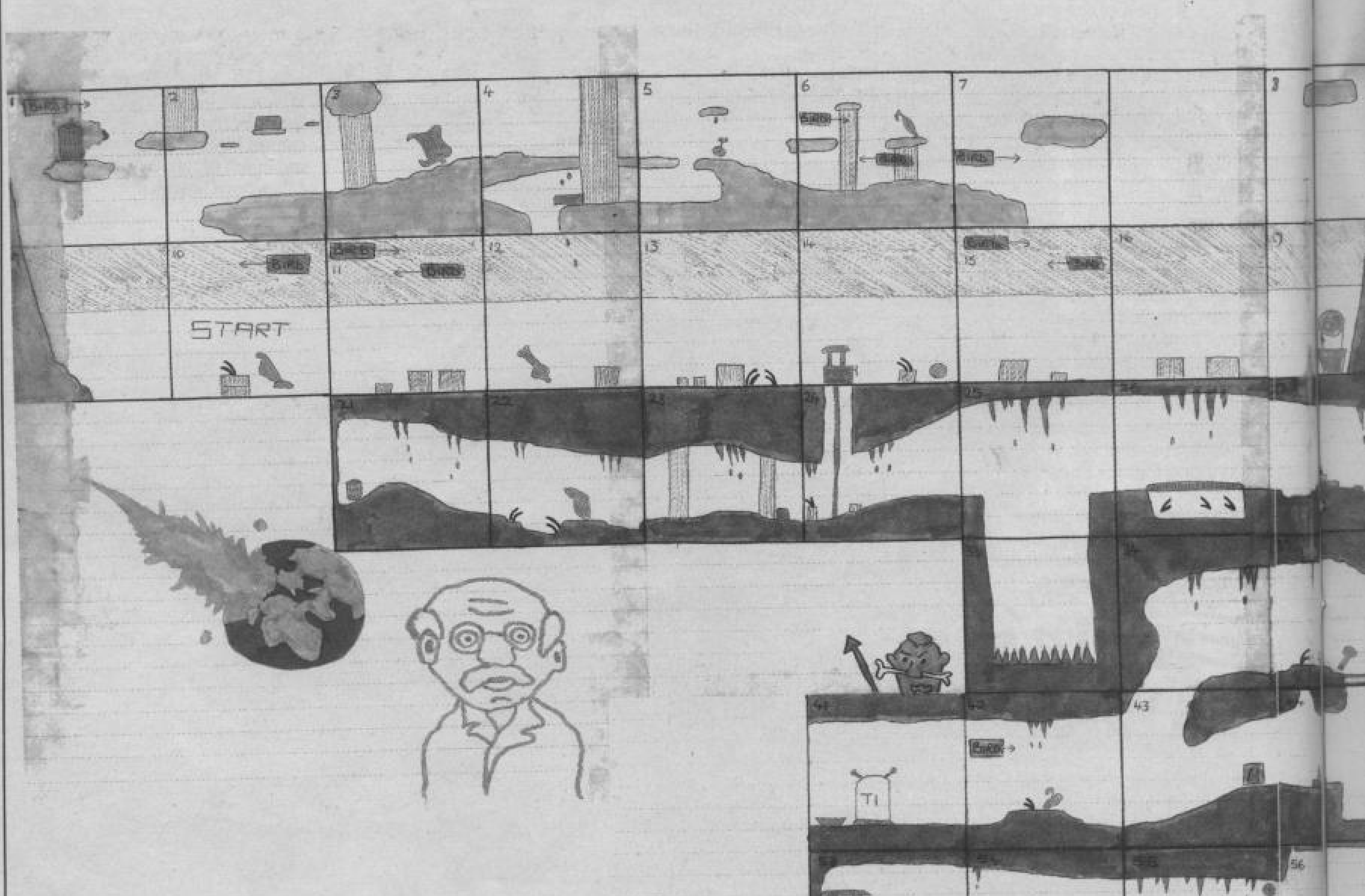
TERRAMEX

Warning! Anyone who doesn't want a complete solution of this spanky Grand Slam arcade adventure should turn right over — NOW!

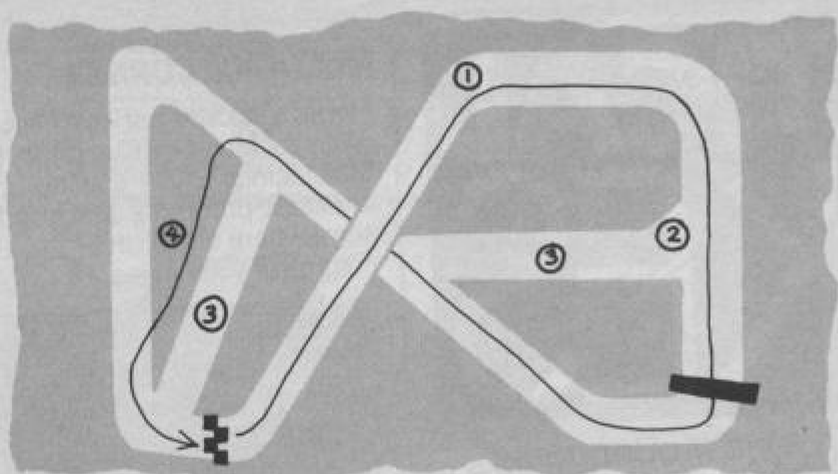
We've been just about inundated with tips, maps 'n' all for this grunty little trembler of a game, to which Dr B gave a coveted Megagame a month or two back. So ta muchly to **The Wizard**, whose map we print, and also to **Stéphane Scmitz, Adrian Grubb** and **Dean Rowley**, whose various hinty utterances have been melded by cosmic force into the bilge you're reading here. Okay, so what are we doing here? What's going on? Who am I? Where am I? (in the village...)

RIGHT, LET'S GET ON WITH IT

You start in room 10. Walk over the vacuum cleaner, then walk right to 12 and collect flute. Then it's back to room 10 and swop back to the hoover. Go up to room 2 and collect the Acme Expanding Bridge. Then fly over the column on the top left corner and into room 1. Jump on the cloud and collect the gunpowder. Then jump left onto the cliff and fall down into room 9. Now float back up to 2 and



The first way is to play with two players and get your friend to get you and him/her to level C. Then both of you try to keep up with the computer. You'll probably come second. You can now whizz through D,E, and F tracks with ease. Alternatively, you can follow the arrow on this map for the best way to win: Start off by pressing the accelerate button before you get the Go! Move to the right or you'll more than likely



bounce into the side. Then at point (1) cut into the inside right. At (2) and (3) if you want to use the short cut, you must turn early, and keep in the middle or you'll slow down. At this point (4) cut across the corner past the second short cut. It does work really. And that's about the size of it." Ooer. Sounds a bit like a cheat to me. And do we like cheats in *The Shop*? Nnnnnnnn-yes. Of course we do. Yuk yuk yuk. I jest lurve those little diagrams.

move to the right, collecting all the objects as you go. In room 7, click up the umbrella and jump off the end.

From 15, move left to 14 and pick up the cricket ball, then jump down the well. Once at the base of the rope, proceed left collecting all objects, then right until you reach room 25. Swop for the Expanding Bridge and walk over the ravine. In 26, hold the flute and jump onto the bridge.

Continue right until you reach the spring, which you jump on. In room 18, collect both objects then change to the umbrella and drop down. Go all the way back to the well, climb the rope, and walk right to the balloon. You need the party manifesto and bellows here (hot air — geddit?). Rise up to the plateau and collect the antirad pins. Walk to the right, click up the brolly again and float down to room 29. Collect the beer barrel, swop for the gunpowder and walk into the cannon. You'll be fired onto the other side, intact. Swop for the gamp again and fall down the hole.

The rest of the game is fairly easy (sayeth the Wizard), but I shall just mention a few problems you may come across.

Room 36 changes with the nationality of the adventurer you use. Fortesque-Smythe needs a cricket ball to bowl at the stumps. John Caine needs the spurs to ride the vaulting horse. Henri Beaucoup needs the unicycle to cross the tightrope. Wu Pong needs the camera flash (tourist, huh?) to blind the man doing press-ups. And Herr Krusche needs the beer barrel to get the sailor drunk!

In 55 you need the switch. Jump into the circle on the far right and this will control the basket in room 56.

When walking over the bridge in rooms 46 and 47, you must jump across, not walk, or you'll fall off.

To operate the transporter in 41, you need the energy crystal. Then walk into it and you get transported to 54. Try it again and you'll go to room 32. After that it won't work.

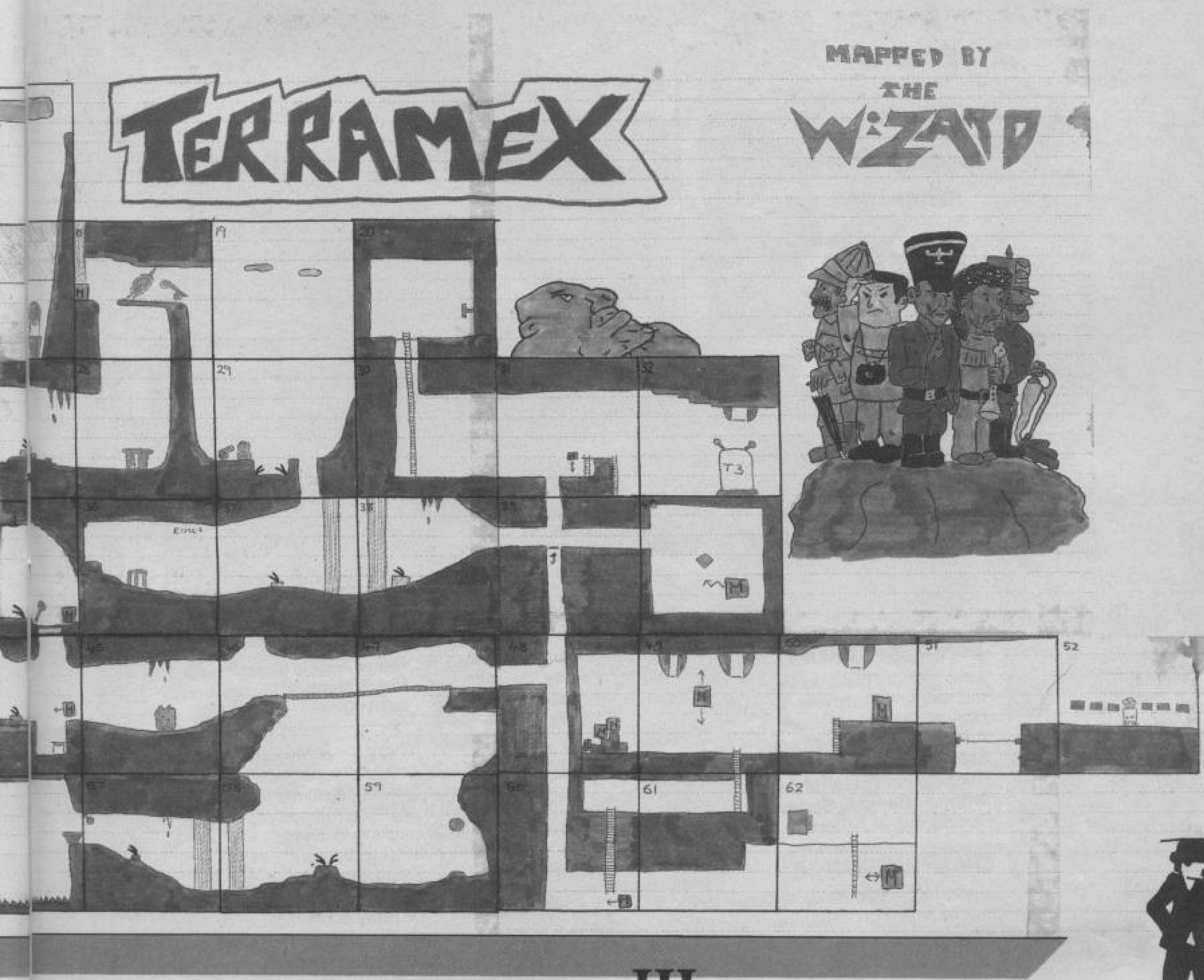
In room 53 you need the anti-rad pills before you can enter. In room 60, climb up to the anvil and swop for the silver lining. Walk onto the anvil and watch him make a silver cross which will get rid of the monster in 50.

You'll need the e=mc² formula to get over the bridge in room 51.

Room 52 holds the professor. He'll tell you which objects he needs to divert the asteroid from Earth.

If at any time you get stuck, press T for think and it should get you out of your situation.

Phew! And if that little lot doesn't help you to save the world, what will? Besides a cheese roll, of course, Scrummy!



PRACTICAL POKES

Wossat? Naaaah, it's* David McCandless *with loads'a'hacks! Yaaaahhh!

Starting on a serious note this month (C Major I think). I'm getting major marked off by the volume of hacks sent to me that are copied straight from other mags. Some people must think I don't flick through other mags. So, if I keep receiving ripped-off POKEs I will start printing names! You have been warned.

Right, that's that over with . . . on with the POKEs!

SPEEDLOCK

First up this month is **Jon North** (again), with yet another one of his famous multi-hack programs. This time it's for the juicy *Speedlock 2* protection system which apparently was a disappointment — a sort of hacker's flop you could say. Type in the main prog and then bolt on the relevant data.

```
   5 REM SPDLK 2 HACK by Jon Nor
th
  10 CLEAR 3e4: LET t=0
  20 FOR f=23296 TO 23403
  30 READ a: POKE f,a
  40 LET t=t+(f-23286)*a: NEXT f
  50 IF t<>572714 THEN PRINT "ER
ROR IN BIG BIT": STOP
  60 LET t=0: FOR f=f TO 1e9
  70 READ a
  80 IF a>255 THEN GO TO 110
  90 POKE f,a
 100 LET t=t+(f-23394)*a: NEXT f
 110 IF t<>a THEN PRINT "ERROR I
N SMALL BIT": STOP
 120 LOAD ""CODE : RUN USR 23296
 130 DATA 42,110,91,237,123
 140 DATA 108,91,221,33,102
 150 DATA 91,6,6,197,6
 160 DATA 0,221,78,0,221
 170 DATA 35,17,72,88,229
 180 DATA 197,237,176,33,75
 190 DATA 88,126,254,54,32
 200 DATA 2,54,0,235,54
 210 DATA 201,30,150,205,72
 220 DATA 88,193,225,9,193
 230 DATA 16,217,42,112,91
 240 DATA 237,91,114,91,1
 250 DATA 0,4,237,176,42
 260 DATA 116,91,237,91,118
 270 DATA 91,1,0,4,237
 280 DATA 176,42,120,91,54
 290 DATA 0,42,122,91,54
 300 DATA 126,35,54,91,42
 310 DATA 124,91,233,1,96
 320 DATA 54,82,50,17,14
 330 DATA 12,24,16,24,50
 340 DATA 14,25,22
 350 REM Put DATA here!!!
```

BRIDE OF FRANKENSTEIN

```
 350 REM Bride of Frankenstein P
OKES
 360 DATA 255,183,237,228,86,238
 370 DATA 239,249,225,253,185
 380 DATA 85,90,253,42,253,241
 390 DATA 252,62,201,50,28,158
 400 DATA 49,119,105,195,144,133
 410 DATA 107475
```

ATHENA

```
 350 REM Anthena Pokes
 360 DATA 0,125,240,228,110,238
 370 DATA 7,136,0,17,216,84,115
 380 DATA 139,67,139,9,139,175
 390 DATA 50,154,96,49,255,255
 400 DATA 195,0,91,93648
```

TRIAXOS

```
 350 REM TRIAXOS pokes
 360 DATA 255,165,185,228,75
 370 DATA 238,76,250,244,251
 380 DATA 30,84,235,253,177
 390 DATA 253,82,253,175,50,4
 400 DATA 120,50,8,130,50,252
 410 DATA 144,49,191,93,195,0
 420 DATA 91,119290
```

MOUNTIE MICK

```
 350 REM MOUNTIE MICK's pokes
 360 DATA 255,183,238,228,86
 370 DATA 238,239,249,251,42
 380 DATA 185,84,90,253,42,253
 390 DATA 241,252,175,50,109
 400 DATA 137,50,108,178,50,146
 410 DATA 182,49,167,97,195,0
 420 DATA 91,125182
```

MUTANTS

```
 350 REM MUTANTS pokes
 360 DATA 200,175,249,228,96,238
 370 DATA 250,182,0,0,0,85,87
 380 DATA 186,39,186,238,185,175
 390 DATA 50,227,115,49,255,96
 400 DATA 195,0,99,87091
```

RENEGADE

```
 350 REM RENEGADE pokes
 360 DATA 200,175,197,228,103
 370 DATA 238,0,252,19,241,16
 380 DATA 78,115,255,67,255,9
 390 DATA 255,175,50,86,160
 400 DATA 49,79,93,251,195
 410 DATA 203,92,96964
```

MAG MAX

```
 350 REM MAG MAX pokes
 360 DATA 225,191,232,229,116
 370 DATA 238,0,133,65,238,205
 380 DATA 132,73,136,34,136,233
 390 DATA 135,175,50,107,228,49
 400 DATA 167,97,195.0.192,87510
```

WIZBALL

```
 350 REM WIZBALL pokes
 360 DATA 200,175,189,228,110
 370 DATA 238,7,252,0,0,0,64
 380 DATA 115,255,67,255,9,255
 390 DATA 175,50,188,144,62,201
 400 DATA 50,62,0,49,0,97
 410 DATA 251,195,128,143,107601
```

SCROLLING CREDS

Late senders of hacks this month were: **Matthew Duncan, Michael Medici, A.Park, Steffan Westcott, Steve Mitchell, Hannah Ruczaj, Fraser Gartshore, Anthony Beagely, Sarah Ruczaj,** and **M.Auton.**

CRASH PREVENTOR

1. Type in the HACK program exactly as it is printed here.
2. SAVE it for future use.
3. REWIND the game tape to the start.
4. RUN the HACK program.
5. PLAY the game tape.
6. SEND in your incredibly HI-SCORES (you know, something like 995,536,222,124,763,274,001 on *Zynaps*. Hah!)

MULTIFACE CORNER

Here's a packed bag (well, list really) of Multifacers and their Multifacings. Either use the Multiface programs described somewhere else in this column (if you have a Multiface-saved game), or press'a'dat button to get these POKEs to work. And if you ain't got a Multiface then don't press anything — 'cos nothing'll happen. Heh!

GAME	POKE	EFFECT
720°	40774,0	Lives
	40360,0	Money
	37357,0	Tickets
AGENTX 2 pt 1	57776,0	Energy
pt 2	62499,0	Energy
pt 3	50561,0	Energy
ANARCHY	42405,n	n=lives
ATV SIM	60250,0	Fuel
	57318,201	Time
BLACK MAGIC	24730,0	Immunity
BOUNTY BOB	50155,n	n=lives
BRIDE OF FRANKY	40476,201	Energy
	37605,201	No Nasties
	35486,201	Life Elixir
BUBBLER	57514,12	Lives
	52533,0	Time
DAN DARE 2	58278,62:58279,80	Energy
	58280,18:58281,201	
	60677,0	Time
	53778,0:63397,n	n=start level
	56382,201	Immunity
DEFLEKTOR	34473,0	Lives
	42557,201	Energy
	42627,201	No overload
ELITE	39517,0	Energy
	39959,0	Missiles
	46848,0	One hit kills
	46759,0	No overheat
	56997,0	Fuel
	56280,0:56290,0	Hyperspace
	39987,0	Escape Pods
	28820,0	Energy Bombs
	54261,0:54275,0	Dosh
FLASH GORDON	50732,0	Time
	49123,0	Bullets
HADES NEBULA	61998,0	Lives
I, BALL 2	45392,0	Lives
	43618,0	Time
KINETIK	61998,0	Lives
MAG MAX	58475,0	Lives
MASK 2	42849,0:42831,0:	Immunity
	44914,0	
MUTANTS	29667,0	Lives
OUT RUN	40623,0	Time
PARABOLA	38303,0	Lives
PARK PATROL	53949,0	Lives
PSYCHO SOLDIER	41401,201	Immunity
SKOOL DAZE	63935,255:63937,0	Lines
STARFOX	35876,0	Fuel
STAR RAIDERS2	44108,0	Energy
STAR RUNNER	49560,0	Time
SPITFIRE 40 128K	29030,201	Any mission
THE FAST'N'FURIOUS	59553,24:59554,75	Stamina
	59353,58:59526,58	
	60770,201	Immunity
THRUST 2	34200,0	Shields
THUNDERBIRDS	62134,0	Lives
THUNDERCEPTOR	54487,201	Lives
WHO DARES WINS 2	50833,0	Lives
	51847,0	Grenades
WIZBALL	37052,0	Lives
	48190,201	Immunity
YOGI-BEAR	33912,24	Lives

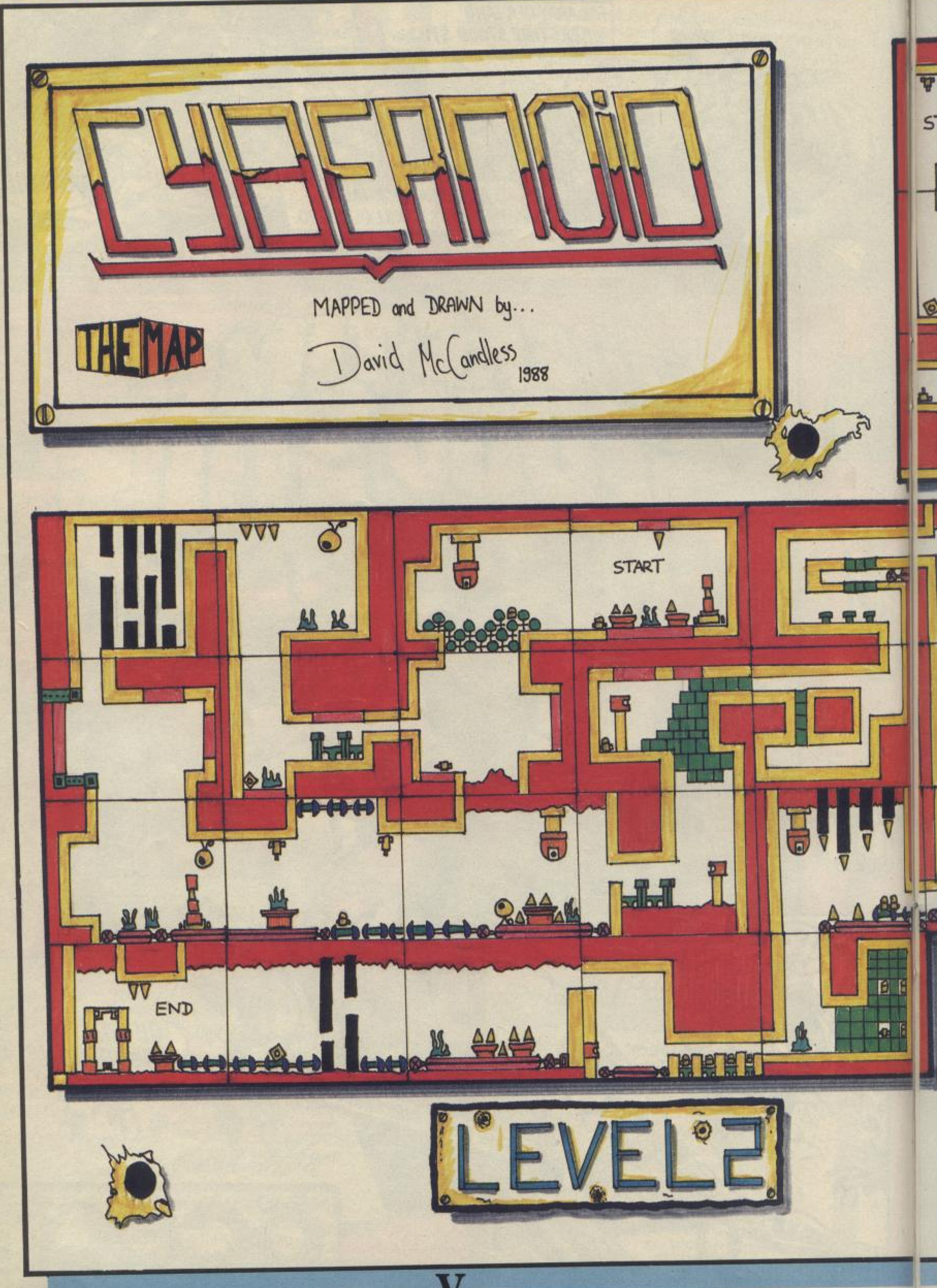
Button Pushers are: **M.Konnig, C.Turner, R.Fawley, Stuart Smith, David Brankin, James Amatt, Ian Milner, Alessio Pierotti, Lucien Hoare, Matthew Portlock,** and **Boffin Brown.**

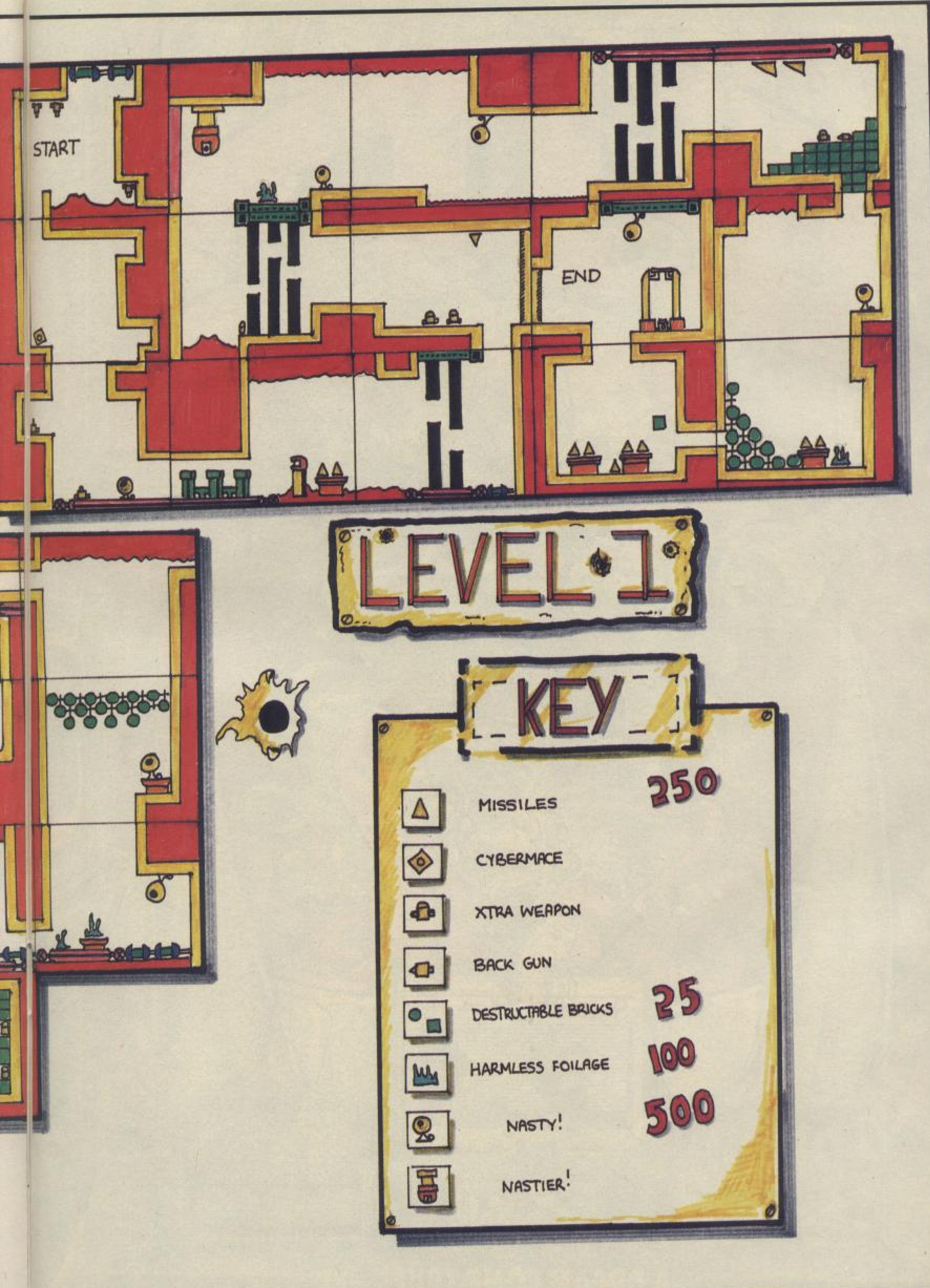
That's it — until next month anyway. Hope you enjoyed it (did the Earth move?). Send anything remotely to do with hacking to: **David McCandless, *YS*, 14 Rathbone Place, London, W1P 1DE.** Remember, no sae, no reply and every tipper wins an 'I've Got Big Tips' badge!

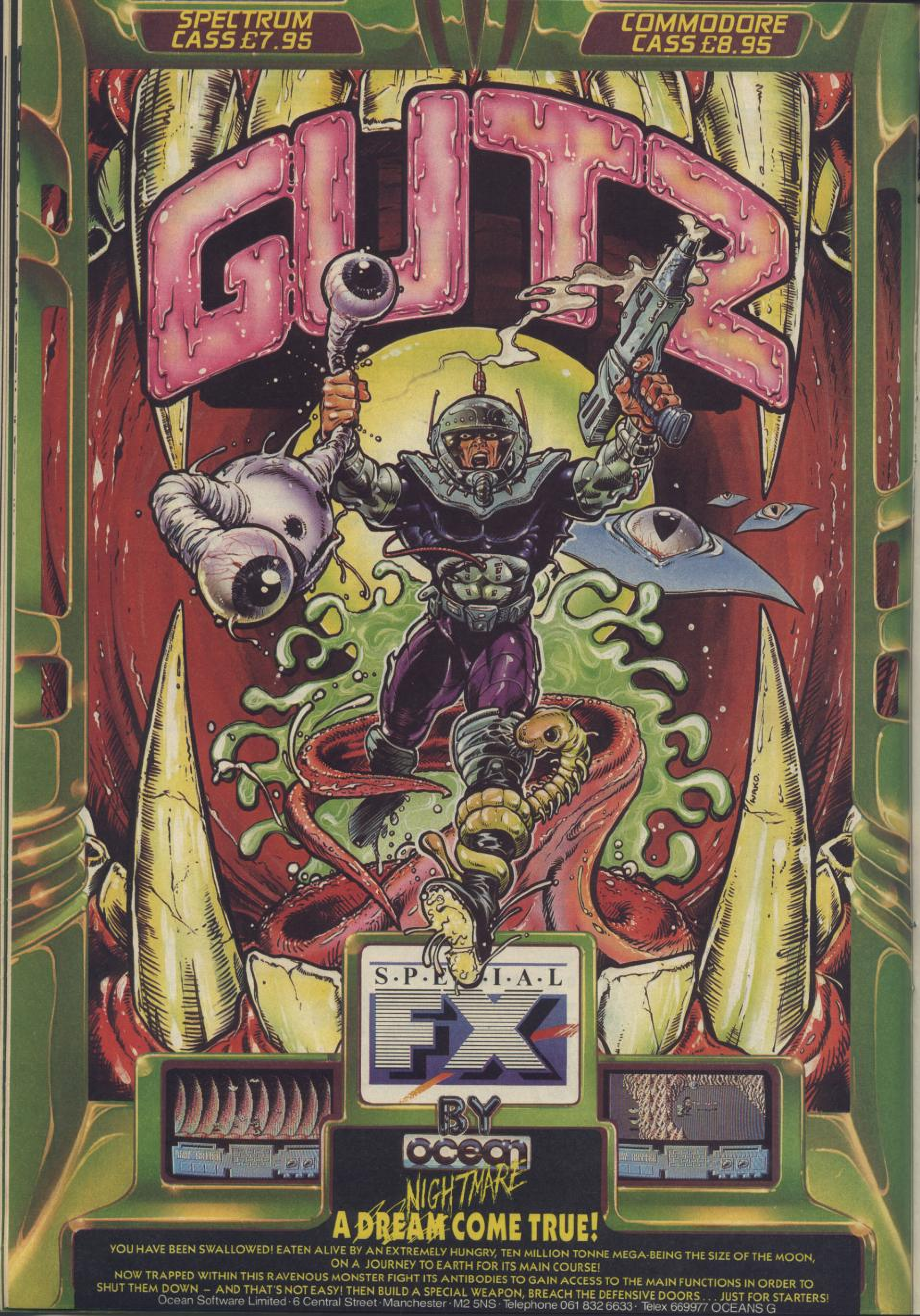


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YS MAPS


CYBERNOID
MAPPED and DRAWN by...
THE MAP
David McCandless
1988
START
END
LEVEL 2


START
END
LEVEL 1
KEY
MISSILES 250
CYBERMACE
XTRA WEAPON
BACK GUN
DESTRUCTABLE BRICKS 25
HARMLESS FOILAGE 100
NASTY! 500
NASTIER!


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NOW TRAPPED WITHIN THIS RAVENOUS MONSTER FIGHT ITS ANTIBODIES TO GAIN ACCESS TO THE MAIN FUNCTIONS IN ORDER TO SHUT THEM DOWN – AND THAT'S NOT EASY! THEN BUILD A SPECIAL WEAPON, BREACH THE DEFENSIVE DOORS . . . JUST FOR STARTERS!
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DR. BERKMANN'S CLINIC

Yes, here we are again, although I'll have to be quick this month, seeing as I'm currently trying to chip out of the bunker at the 13th and get back to the clubhouse in time for opening time. First patient please.

DIZZY

Code Master's arcade/ adventure cheapie continues to be troubling gamers. **Steve Curd** even went to the extent of sending me the cassette, so bemused was he by its contents. His problem? "I can get as far as the graveyard gate but cannot get through it, and have not been able to find a key or any other item which might open the said gate." Well, you'll find the graveyard key on the screen below the free Acme bird seed, and three to the right of the clove of garlic. Awight? Awight.

AVALON

Remember this old Roxy tune? "Avalonnnn-ooooooeeeee-eeeeeeeaiaiaiiii" and so on. Oh, it's the Steve Turner game **Mark Collins** is interested in, eh? Aha. Now, what seems to be the trouble? "I've penetrated all the levels including the High Temple Of Doom, and as far as I can determine, have obtained all the spells. But I still can't find the object/key that will open the two locked boxes on the Labyrinth level, or discover the whereabouts of the other wizards (seven in all), or the Lord Of Chaos." Can't help you on this one, Mark, but I know the feeling. Never can find 'em myself. Wizards, Lords Of Chaos, 10p pieces for payphones, taxi drivers . . . and talking of drivers, I think I'll use a two iron on this hole. Fore! (Thwack.) Mark's been struggling with this one for a couple of years now, so he desperately needs our help. Can anyone oblige?

DOOMDARK'S REVENGE

A plaintive plea from **D V Pallot,** who has written to me wondering where he can buy an original copy of *Doomdark's Revenge*, the old Mike Singleton extravaganza. Yes, I know this should really be in *Input Output*, but he's a desperate man and clearly needs immediate attention from a reputable clinic (the bill's in the post). If you can help him, write to D V Pallot, Burnville, Ryburn Road, St Clement, Jersey CI.

HERBERT'S DUMMY RUN

Lee Bainbridge's gamesnag is answered by **Barry Allen**, who has this game so sufficiently sussed, that he sent me a complete solution — fab, Bazza, I'm sure we'll need it as the months roll by. Lee couldn't get past the robots or the sandcastle, but now all this will change . . . "Get the pop gun and the cork (the screen will say POP GUN IS LOADED), then go to the screen with the robots, which will then let you past. Go into the castle and get the flag, then take the rubber duck and the flag to the sandcastle, and swop the flag for the pebbles. "Howzat? (Sorry, wrong game.)

WHO DARES WINS II

Remember this old game from Alligata? Well, it's been on countless compilations, so probably quite a few people do, come to think of it. Certainly **Philip Hopley** does, and he wants hints, POKEs, cheats, anything. Well I have a POKE here which might help, so here goes . . .

```
10 CLEAR 24319: FOR N=23296
TO 23320: READ A: POKE
N,A:NEXT N
20 RANDOMIZE USR 23296
30 DATA 62,255,221,33,0,95,17,0,
161,205,86,5,48,241,175,50,145,
198,50,135,202,195,64,192
```

And if you need a cheat, worrabout this? Go to the side of the screen and you'll be invincible!

ARMY MOVES

Christopher from Lillington (He Of No Surname) asks for the code to stage two of this Dinamic blaster. Cor lumme, Chris — it was only last December that we bunged it in the first time. Still, 27351 is what you're after, but don't tell me I didn't warn you! And don't call me Shirley.

SPELLBOUND 48K

Where would the Clinic be without a David Jones game? This month it's **Ben Finch** and **James Brameld** who are in trouble, and luckily I have up my sleeve a nifty little POKE that'll give you immortality everywhere but in the Little Bottle and the Gas Room.

```
10 CLEAR 26060: LOAD
""CODE 16384: RANDOMIZE
USR 23296
20 POKE 35101,195: POKE
35102,59: POKE 35103,106
30 RANDOMIZE USR 26627
```

Sometimes windows will appear when you should get killed.

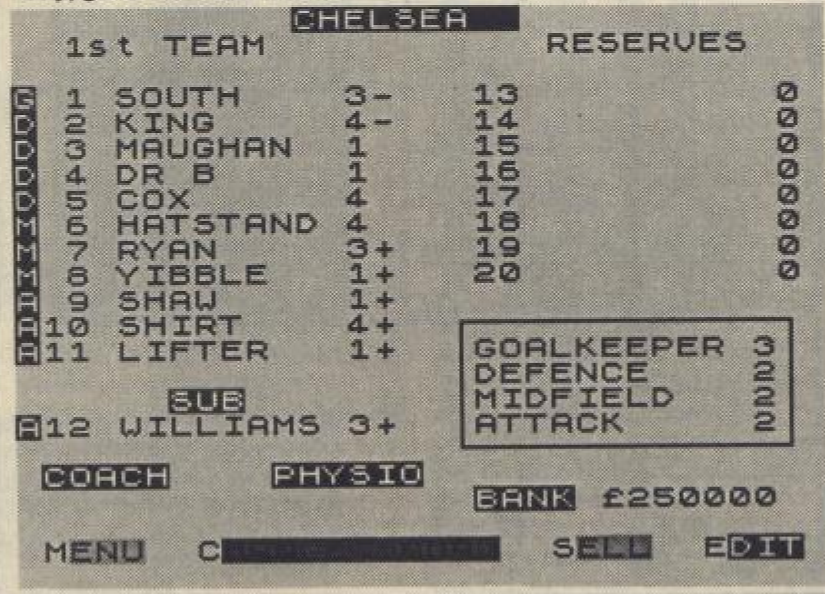
FOOTBALL DIRECTOR

More tips on this splendid game, this time from **Tony Huggard**, who should know, since it was he who wrote it in the first place! And it's the tip everyone wants to know — how to avoid going up a level. And as you can imagine, it's all very simple. Press S on the main menu for the squad page, then add up the overall rating of your team (the figures in the box), but don't include the goalkeeper. For example, if you have D3 M4 A3, your total is 10. Your level will go up if this total exceeds a certain number. And what number would this be? Take a butchers at this chart . . .

DIVISION	EASY TO NORM	NORM TO HARD
4	Total › 9	Total › 12
3	Total › 12	Total › 15
2	Total › 15	Total › 18
1	Total › 18	Total › 21

So keep your total below these numbers and you should (sez Tony) get to Division 1. Yoho!

Now when is someone going to give us *Golf Director*?



Simply press Fire and Z to continue.

UNIVERSAL HERO

A response to J Short's April plea from **DGW Griffith** (all these initials — it's like the Daily Telegraph in here). Shorty was concerned about a plant he saw obstructing an entrance, and not surprisingly, as it turns out not to have been a plant at all. DGW? "Yup, that ain't no plant — that be a waterspout he's having trouble with! Remedy — get the tap about four screens or so from the start, go all the way right, until the cliff edge screen with the pipe sticking out of it, and 'use' tap. Voilà! No more waterspout.

"One teensy hint (he goes on) — mind how you go on passing the waterspout and take your (empty) crude oil can with you! Boy, have you a long way to go on this game, but it's worth it — best value for money ever at £2.99." Quite so!

HAYLP!

First, here's **David Wilson**, who's 13 and a bit. "Please tell me how to exorcise the poltergeist in *Stormbringer*. I own the 128K version, so when I try to follow the 48K solution I get killed."

Martin Skinner, meanwhile, is struggling over *Monty On The Run*. Remember that? I played that for *months*. It was a while ago, though, and I don't recall the five objects you need to get through all the levels. Do you?

And finally **John Rattenbury** is struggling with *Three Weeks In Paradise*. He can rescue Wilma but he can get no further. "Please can somebody help me," he begs, "it's driving me nuts." Oh go on, be a good egg.

GOOD EGG

And on that subject, I've had a splendid letter from **Ken Green**, who's the latest in the short but honourable line of Clinic readers to offer his services on gamesnags in general. Send an sae to Ken Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ, and Ken'll do what he can to help. Ken too has a prob, with "that delightful little game *Soft And Cuddly*." Can anyone supply him with a suitable POKE?

AU REVOIR

Yes, once again, I must bid you a sad farewell, certainly before I reach the end of the page and I'm cut off in my prime. (Fnar). Remember to send all your gamesnags and solutions to me at the **Clinic, YS, 14 Rathbone Place, London W1P 1DE.** Anything printed wins a badge. See you next month.



OutRun

● Phew! Now that's over with, let's gird our loins (ooer!) for something a bit more substantial. **Neil 'Ferrari' Jary** has been playing the game to death since Christmas, and so he thought he'd impart some of his expert knowledge. Take it away, hotshot. **"Get your teeth around these tips for the smash hit game *Out Run*...**
1. When starting off normally or after a crash, accelerate nearly up to full speed, then decelerate to half speed and change to top gear. This will increase your acceleration drastically.
2. To keep speed up, try to keep accelerating round all corners and only change down into low gear when absolutely necessary.
3. On corners keep in the inside lane when possible.
4. On desert roads (yellow) you'll accelerate very fast, so be careful.

There you go, and may your fuel pipe never hang low , because your mag is ffffaaaaabbbbbb!!! Ssslluurp sssllurp!" Eur , gerroff my shoes, you tonguey little slurper. Thass enough! Phew, he nearly took all the red off me All-Stars, there! Thanx for the tip anyway, ya big perv.

Manic Miner

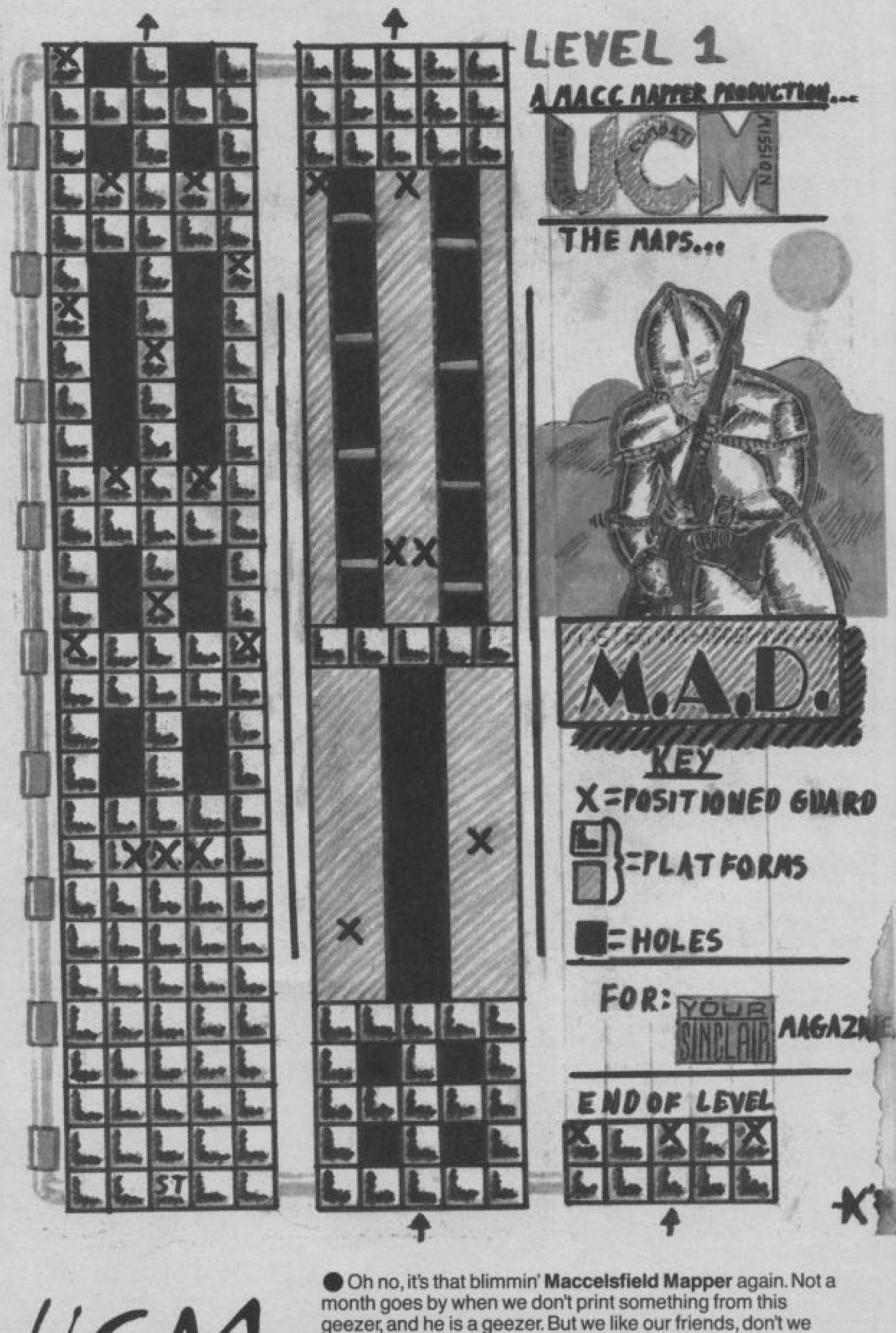
● Ah, yes. Here's one for all you chaps and chapesses who still haven't got your *Manic Miner* sheet yet... er yes, I know you've been waiting a while, but please be patient. Demand for the sheet has been so great that we've had to borrow a couple of Santa's gnomes just to stufff the envelopes... what? Santa's gnomes? Well, they only work during the Winter, and what with the unemployment situation etc... Anyroadup, back to the point with a snap, my mate **Thomas McArdle** has this bijou tipette to keep you going. Take it away, Tommy. **"To all you Miner Willies, try this cheat. When the game has loaded type in 6031769 for infinite lives. Byeeee!"** And why not?

Ghostbusters

● What! Who you gonna call? That's right, fruits, the jolly old *GhostBusters* are back, and to honour their return in a Ricochet cheapie, here's a tip from **Paul Jones**. Take it away, my little heavy metal. **"Here's all you need to know to play *GhostBusters:***

1. What to buy. If you start off with 10,000 then buy the 1963 Hearse, the PK energy detector, the image intensifier, the vacuum, three traps and the ghost bait. The confinement system is NOT needed.
2. How to trap the slimers. Move your man up as far as he will go, then move him to the middle of the screen and press fire. Move your man to about an inch away from the trap, turn him round and press fire. Move your second man to about the same distance away from the trap and wait until the ghost is in between both men and press fire. Manoeuvre the ghost until he is over the trap (do not cross the streams!) and press fire. You gorrim!
3. At Zuul. Move your men as close as possible to the door (straight up, then edge him along. When StayPuft bounces in the air, nip underneath him and you're in!

Get two men in and you've won! General tips: At first let the roamers get to Zuul as this increases the PK reading. When this tops 1000, the calls will come flooding in. If you start with more than 10,000, buy the stationwagon. When the PK rating is approaching 9999 go to Zuul, but remember you have to have earned more than 10,000 though. When there's a Marshmallow alert, press 'B' and you'll capture the ghosts and get loads of money. Wahay!" Intense, Paul, truely intense. But you know what? You're not like a scientist. **"No?"** No. You're more like a game, show host. Haw haw haw.

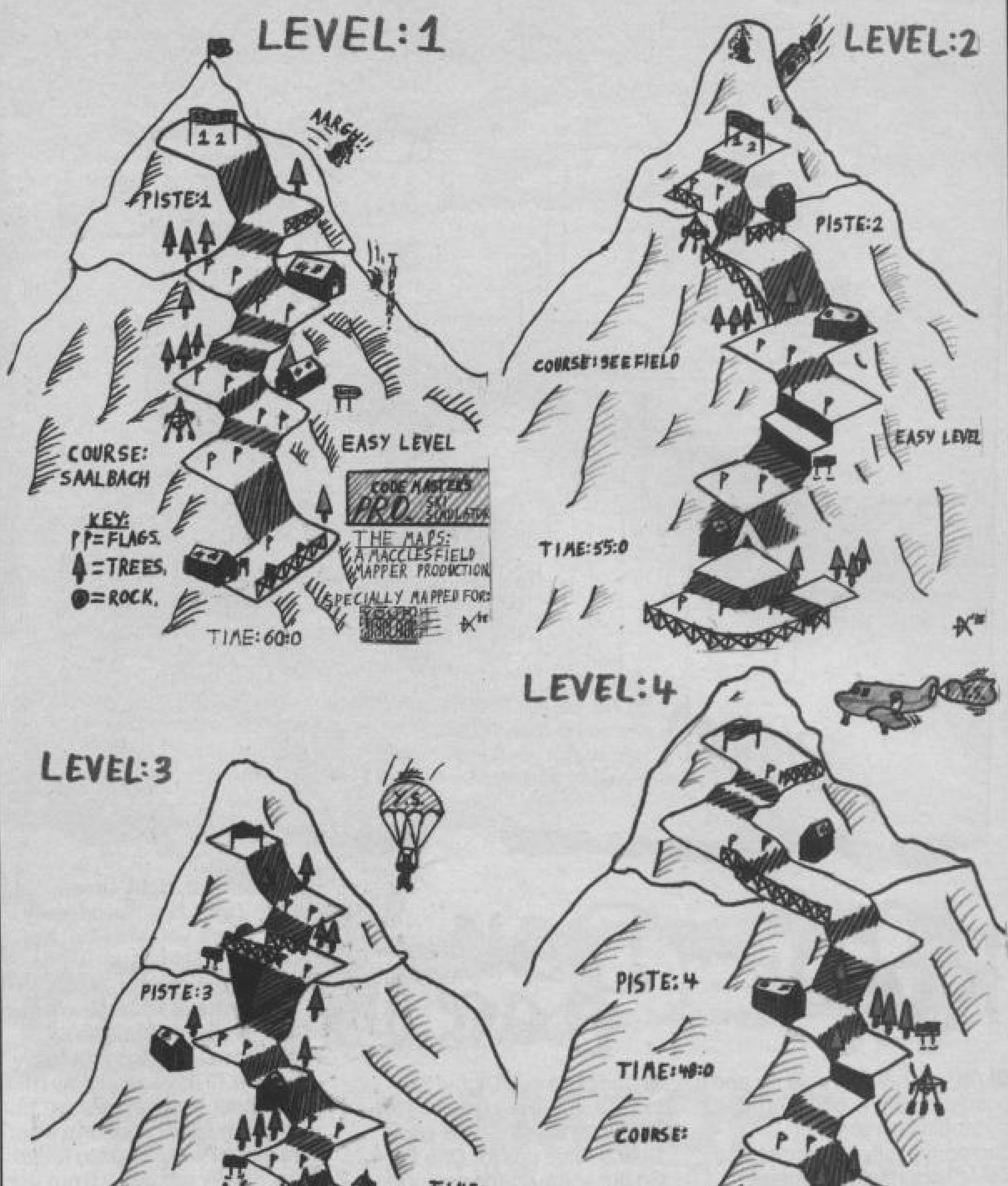


UCM

● Oh no, it's that blimmin' **Macclesfield Mapper** again. Not a month goes by when we don't print something from this geezer, and he is a geezer. But we like our friends, don't we team? (*Yay! The YS Team*) Blimey, it's getting more like Steve Wright in the afternoon every minute. But anyway, thanx for the *UCM* map, old bean.

Rescue

● A little while ago I printed a solution to *Rescue*. A tame enough thing to do I thought, but the following week I got a small tide of mail saying thanx for the tip and here's another one. One person who sent in everything everyone else did was **Trev 'The Trendy Guy' Clarke.** Over to you, dude. **"Following the letter from Nick Wright, I too have found you a very helpful tip for *Rescue*. In most corners of rooms, are metal panels from which you can ricochet your missiles. I've discovered that you can control your missiles using these panels. This is what you do. Look for two or more panels. The best way to use this is in a four panelled room. You stand under or above a panel and fire. As soon as you fire, go the way you want your missiles to go. The best moves are left or right. This is especially good for the scout and spinning tops, but not for tanks as they can't be shot, only blown up by a bomb."** Nice meaty tip there, Trendy Trev. Thanx a ten to the power of six me old maths exam. And it's nice to see people adding to tips that we've printed. If you've got anything to add to any of our hints, then don't just sit there like a cold haggis... make like a caber tosser and fling them across. (Grunt, crunch!)

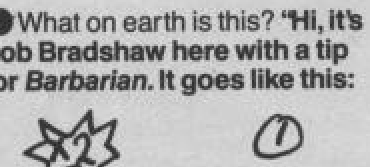


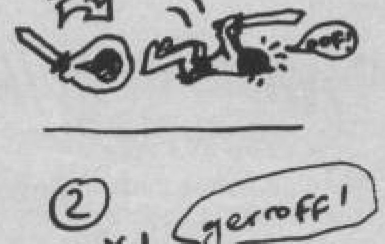
PROFESSIONAL SKI SIMULATOR

● What? **Macc Mapper** again? Gor blimey, twice in the same issue? (See *UCM* Map) What is going on here? Is this guy moving into the office or what? (knock knock) Who's there? **"It's the Macc Mapper. I'm moving into the office."** Oh brother.

Barbarian

● What on earth is this? **"Hi, it's Rob Bradshaw here with a tip for *Barbarian*. It goes like this:**





Good tip, eh? And now for a quick POKE."



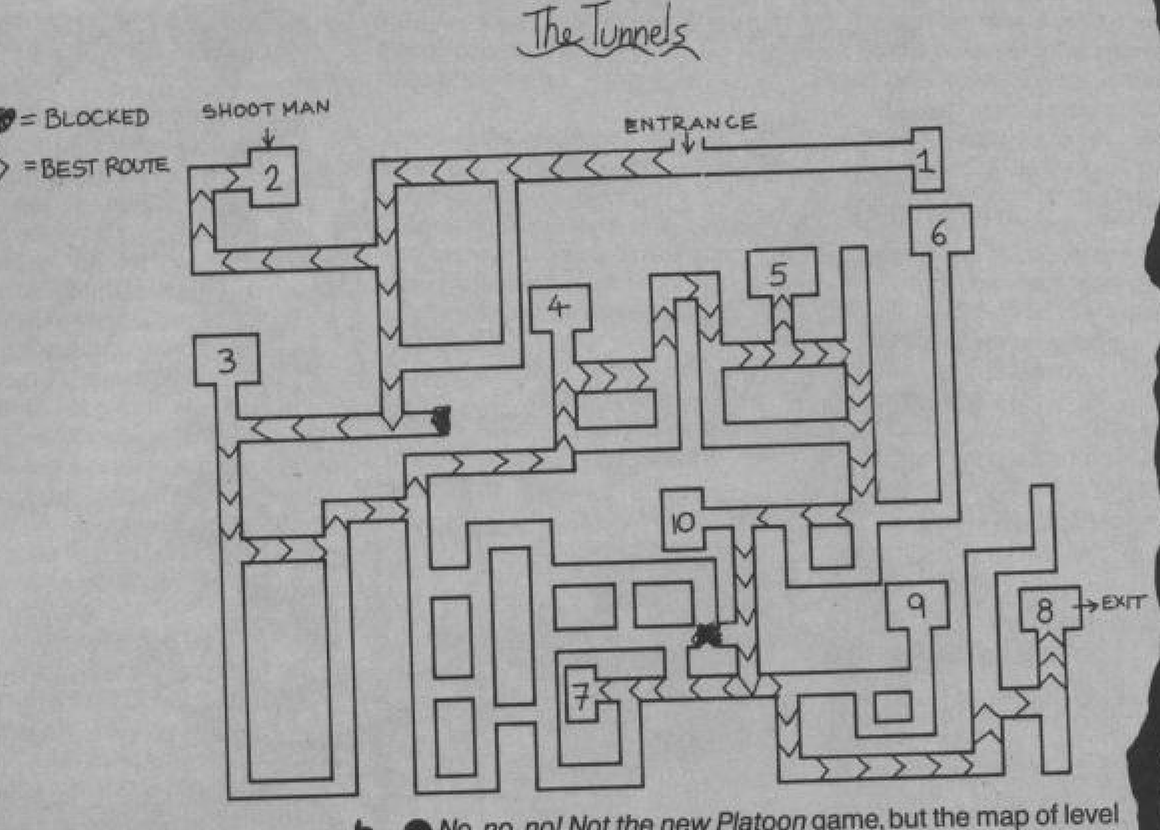
What? What? What? Who is this guy?

Garfield

● Mmeeeooowww! Yup, it's coffee time in the fat cat department, with this splendiddio tip from **Paul "The Phantom" Gaughan** of Fife in Scotland. Take it away, McPauly. **"I've got some hot tips straight from Funksville City..."** Hmmm, can't say I've ever thought of Fife as being Funksville City, old bean. Sorry, do go on. **"...and could you print them in your brill mag. These tips are for *Garfield*, so let's get this road on the show.**

"Firstly remember to drink Jon's coffee to stop nodding off. Go down to the cellar and stand right on the left edge of the trunk and kick it. As soon as you do this, pick up the key and run out of the cellar, pronto. Drop the key in the fridge room, and groove to the room outside with the spade. Get the spade and take it to the hardware store and press Q and M (Up and Fire) and the shop geezer will drop a $10 bill. Take this spondoolix to the health store and drop it. You'll get some breadcrumbs. Go back to the house and pick up the rubber bone. Put it beside the bouncy wall. Wait till Odie touches the bone and the wall will open. Get the key, and go through the now open wall. Drop the key in the park, and trot back. Get the breadcrumbs and drop them in the park too. As soon as you do this, a bird will fly past, so you should pick up the key quickly, and jump onto the bird. Press fire-jump into the room that you land in, and walk to the other wall. You'll get a slobbery big kiss from Arlene, and there you are. Bob's yer uncle!" Thanx for the feline followup, hep cat.



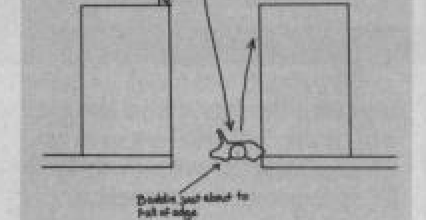


Platoon

● *No, no, no! Not the new Platoon* game, but the map of level two of the *Platoon* megafab hit game we all know and love. Yes, so put yer hands together and thank the superb **"Pom" Pinkney**, assisted by his mate **Stu Robins.**

Rygar

● Ah yes, here's a nice tip, and a good diagram to boot... no, don't try stuffing it into your microdrive, silly. I mean 'as well'. Tsk! Slippery old language, English, innit? Anyway on with the *Rygar* tip, this time it's the turn of **Julian Bosley**. Nice one Jules. **"For all you clowns out there who only eat one Shredded Wheat for breakfast, here's how to do that tricky last jump on level eight of US Gold's *Rygar*. Here's the pic to help you:**



Stand on the edge of the pillar and wait for a baddie to come from the opposite side. Then just as he's about to fall down the hole, jump onto his back and then onto the other pillar. Once past that, shoot a couple of baddies and then go on to Level 9. PS. Keep shooting the '?' icons to get invincibility." Hey, that's neat, that's neat, that's neat, that's neat... thanx there Tiger Feet! Worra sneaky tip. *Rygar*'s full of little trick questions like that. Any more?

Dan Dare II

● Chocks away, Digby! Yes indeed, it's Flying Officer **Tim Duckworth** with some super Space Alien tips for *Dan Dare II*. So put some starch on your upper lip and let's take off into the wastes of space. Your move, Commander Dare. **"Who dat dan dare? Haw haw. Sorry. Just a line to say what a brilliant game *Dan Dare II* is. I've spent hours blasting those little green newts, and I'm nearly bald from trying to get to the escape pod and tearing my hair out. So after telling you that my score as Dan was a mere 230,000 (breathe, polish) I'll tell you how to get a long way in the game. From the start go left, left, down, down, left, left, left, left, up, up, left, left, left, left, fire, right, right, down, down, down, fire, up, up, right, right, right, down, down, down, fire, down, down, left, fire, down, left, left, left, up, up, right, right, up, up, left, left, down, down, right, right, right, and wait. Phew! Take a breather, not too long, and then dash for the next level. On level two go right, right, down, down, fire, left, left, fire, right, right, down, right, down, left, left, fire, down, down, right, right, down, right, right, right, down, down left, right, up, up, right, right, down, right, down, right, right, up, up, left, fire, down, down, left, left, left, up, up, up, up, right, right, down, down, right, down, down, right, right and finally wait. There you are Phil. As you were."** Oh yes and while we're on the subject, here's Captain **Steve Miller**, who nearly didn't get printed 'cos he's started his letter with **"Oi Fatty"**. Hmmph. I'll have you know I'm stout, porky, barrel chested... but never fat!. Okay, what d'ya want? **I've got a Reliant Robin full of tips. Firstly get away from the Mekon as quickly as possible, 'cos he's indestructible. Don't blast your own men or the ship will have a treen population explosion. Don't splatterate the supertreens until you've cut off the force field, or you'll run out of time. If there's one of your men on one side of a door and a treen on the other, head up and blast the top of the door, and your man will give him what for. When you go over the first tube you encounter on level one, push the joystick diagonally left-up, so you won't get sucked in, trapped and zapped. Treens take more than a single hit, so blast away. Finally, when you've destroyed all the treens on a level, head towards the double doors. Blast one and whizz in between them and wait. If there's a treen there as well, then you'll have to kill him or it's goodbye Dan."**

Cor, Space Kittens, worra lorra info. Hope you can follow these instructions while playing the game, 'cos I keep getting killed while I'm looking at the piece of paper. Ah well, serves me right for only having one brain. (*I think you're about 50 percent out there, Phil. Marcus*) Oi, gerrout of my column, Dr Berkmann, wait for your own bit. Tsk!

Trantor

● Oo, that's good. We haven't had much in the way of tips for this spondicious game. So now it's **D Gilbey** with The Stuff. Go for it, Gilbo. **"Each level contains a terminal which resets your time and gives you a letter for a password, so you can obtain the code from the main computer. All the passwords are to do with computers, but first you have to find all the letters, so don't just try to guess the passwords. You need a pass for the main computers and it's in one of the lockers and looks like a rubber keyboard Speccy. You can refuel your flame-thrower at the depots, and to search the terminals and lockers, just stand in front of them and kneel down. The main computer needs to be jumped on and then kneel down on top of it. If you pick up a bomb, you have to find a screwdriver, or already have one. Clocks give you an extra ninety seconds of time, and hamburgers replenish your energy. I have listed a few of the codes, so you don't have to work out what they are if you're crud at anagrams:**

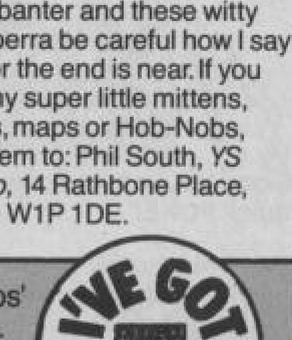
SOFTWARE
COMPUTER
MEGAGAME
SINCLAIR
HARDWARE
JOYSTICK

These are only a few but there aren't many more." Woah! Not bad, dude. Okay, starsoldier. Hit the road and splatter them aliens all over the space station, grunts!

Thass All Folks, Innit?

● An' so, peeps, thass all we got time for innit? Enough of this gay buffoonery (oo-er), this jocular banter and these witty quips (berra be careful how I say that!), for the end is near. If you have any super little mittens, any tips, maps or Hob-Nobs, send them to: Phil South, *YS Tipshop*, 14 Rathbone Place, London W1P 1DE.

▶ And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got Big Tips' badge. Yay!



Psycho Pig

Psycho what? Our resident porky pig … about US Gold's new Jaleco arcade co…

I wouldn't be surprised if you'd never heard of *Psycho Pig UXB*. The original Jaleco arcade machine, *Pigs And Bombers*, hasn't actually been imported into this country, so unless you make a habit of playing the arcades in downtown Tokyo, you won't have seen it yet.

Psycho Pig UXB is that rarest of things, an original idea for a game, with no real similarities to any previous release. You control a pig (worra surprise!), on a sort of inter-galactic sports field. Joining a group of other pigs on the field of play, a load of little round black time bombs are placed on the field. When the referee pig blows the whistle, you all nip round the field picking up the bombs and throwing them at your opponents. As soon as the bomb leaves your trotters, it starts counting down and when it reaches zero . . BABOOM! Instant mixed grill!

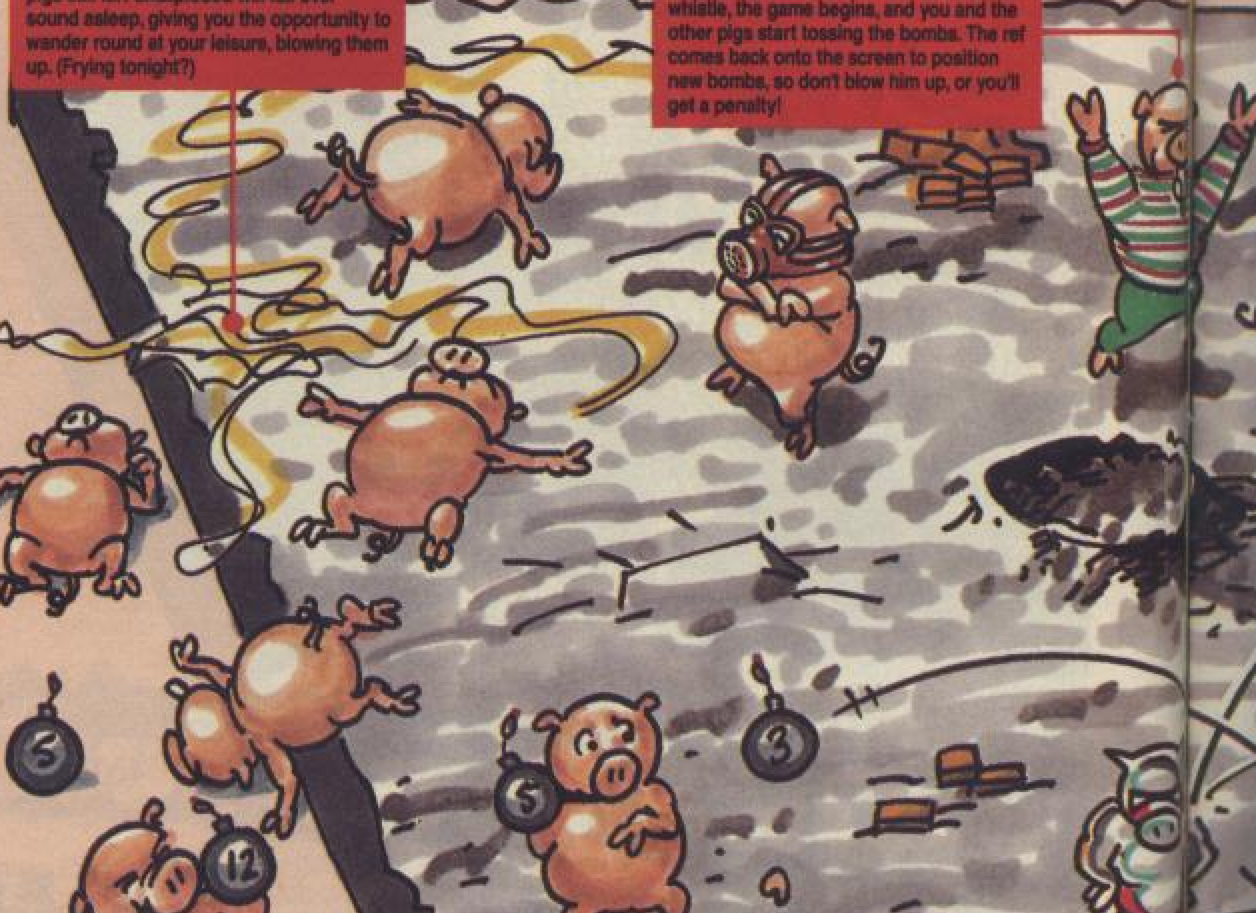
The game is really quite addictive, and playing the specially imported coin-op at US Gold was a real blast. In this the pigs you play against are all different colours (alas not in the Speccy version), and all have different characters. They react in different ways to being blown up and being kissed . . . ah, yes. You've got to kiss the pigs as well, 'cos most of your opponents don't know quite what to do when you kiss them, which gives you a chance to sneak up and blast them! Hah, hah!

The conversion of the game is fantastic, and although we've come to expect no colour in Speccy games, it's as well to drop that in favour of good gameplay in my view. Let's face it, there's no point in having a really colourful game if it plays like a turkey, eh? And there's no foul in this addictarama, only pure pork. The secret of the game's quality? Why it's simple, that's what. Just a simple concept, no tricks, no frills. Just a solid meaty game. (I'd better stop this, I'm starting to sound like Bernard Matthews . . . Bootiful! Oops!)

Yes folks, it's porking, ripping and snorting, and if it ain't in the charts by the time you read this, I'll eat this plate of sausages .. Hmm, mind you they do look nice. P'raps I'll nibble them anyway. (Snurfle, murfle!) Yep, I go the whole hog on this one!

FAX BOX

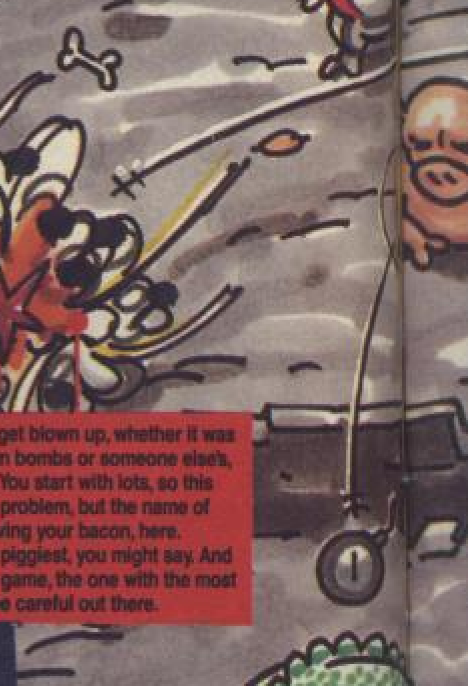
Game	*Psycho Pig UXB*
Publisher	US Gold
Price	£8.99



Gas bombs are well handy. If you grab one of these, your pig puts a little gas mask on and the bomb explodes, sending a cloud of invisible sleep gas across the field. Any pigs still left unexploded will fall over sound asleep, giving you the opportunity to wander round at your leisure, blowing them up. (Frying tonight?)

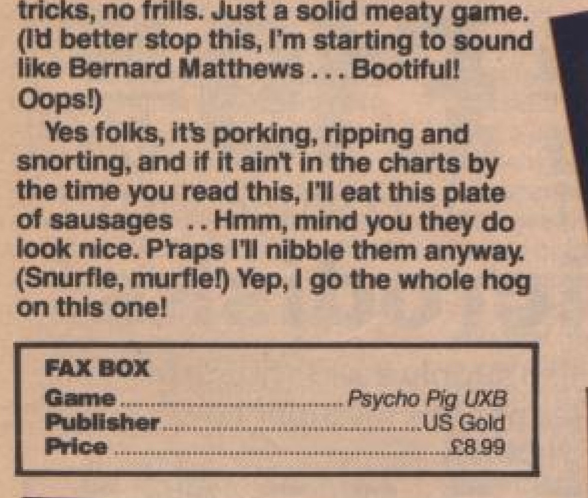
The referee is a cute little pig wearing basketball refs clothes. When he peeps his whistle, the game begins, and you and the other pigs start tossing the bombs. The ref comes back onto the screen to position new bombs, so don't blow him up, or you'll get a penalty!

Each time you get blown up, whether it was one of your own bombs or someone else's, you lose a life. You start with lots, so this isn't much of a problem, but the name of the game is saving your bacon, here. Survival of the piggiest, you might say. And in a two player game, the one with the most lives wins, so be careful out there.



The bi… blast, … one. Y… now v… drago…





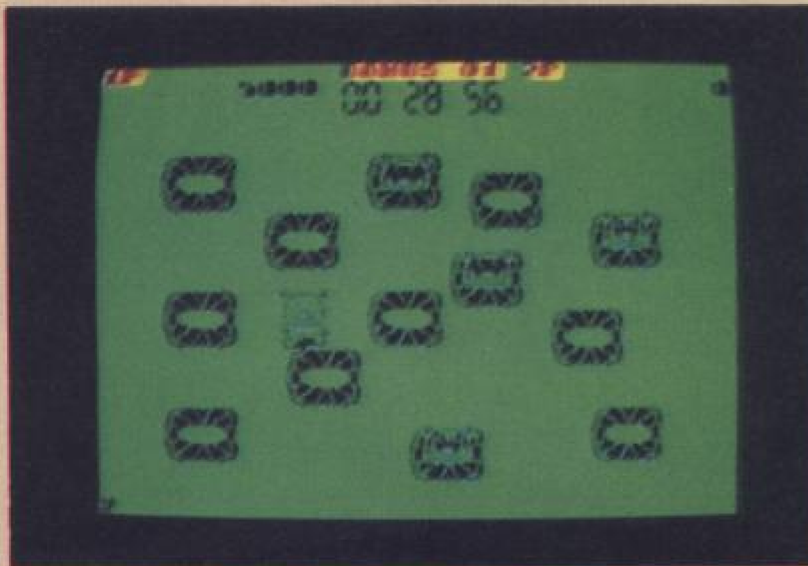
Are you ready, pigs? On your trotters . . . get set . . . PHWEEP! The starter blows his whistle and the psycho pigs start to nip around the screen and toss the time bombs Notice our hero is wearing a blast suit picked up on a previous round.



Here's the first ever screenshot of the Speccy version of *Psycho Pig UXB*, and the first thing you notice is the quality of the graphics. Not only do they look like the original machine standing still, but they also move and play like the coin-op! Pigs away!

...g UXB!

***Phil South*, snuffles up the truth ... conversion, *Psycho Pig UXB*.**



Every so often between levels, you get the chance to earn some bonus points by running round and kissing the pigs as they pop out of the ground. This is made a lot easier if you've picked up a speed up icon in the previous game, 'cos you can cover more pigs in less time. (Smack! Slobber!)



Bouncing bombs are a real hazard. You can toss a bomb, and it'll bounce off the walls (the edges of the screen), and come right back at you. It's possible that if you don't get your bacon out of the way, it'll fry it for you! (Sizzle!)

Some pigs are made of metal, and as such take two or three hits before they'll blow up. This makes it quite hard to clear a screenful of them, which unfortunately does happen in later levels.

he blast suit protects you from a single last, and dissolves once it has absorbed ne. You trot away unharmed, but you are ow vulnerable. Why does it look like a little ragon suit, though?

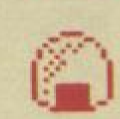
Bombs count down from the number they start with on the front of them. On the first levels the number is about 10-15 or so . . . but as the levels get harder the numbers get smaller. So the bombs soon begin to explode just a short time after they leave your little trotter.

LITTLE ICONS

Sometimes when you or another pig blows up a contestant, a little icon is deposited on the ground, and collecting these can improve your game. Here's an exclusive rundown of what you can pick up in *Psycho Pig UXB*.



Power Up Throwing — makes you throw further. This may or may not be an advantage if the bomb is a bouncy one and comes back at you!



Can Run Faster — speeds you up. Useful for picking up other icons, like a blast suit, or kissing pigs in the bonus level.



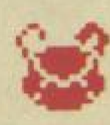
Put Some To Sleep — sets off sleep gas bomb, and your pig dons a gas mask. All other pigs on screen fall asleep, so you can blow them up, (wicked).



Wide Explosion — if you put this one down somewhere, and surround it with bombs, it'll set them all off at once, causing a massive explosion.



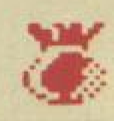
Defend Blast Wave — picking up this one gives you the little blast suit, which protects you from one direct hit. The hit removes the suit but leaves you undamaged.



Can Hold More Bombs — yep, you sure can.



1000 PTS — you get 1000 points if you pick one



Pearls Before Swine!? — this is a sort of piggy smart bomb, which clears the screen for you.

ILLUSTRATION: JOHN ERASMUS

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COMPO WINNERS

I'M SO WELL DEF I CAN'T HEAR A WORD YOU'RE SAYING COMPO

November saw the appearance of this mega-swish compo, and December saw the arrival of thousands upon thousands of entries. Out came the *YS* office shovel to sort out the men from the boys – and the winner was a young lady!!! The runners-up didn't lose out, twenty of them get a copy of *720°* each.

Winner: Miss H Butcher, Bedfont, Middx.

Runners Up: Nicholas Westoby, Sandwich; K Ross, Aberdeen; Paul Hawson, Portslade, East Sussex; Leon James, Whitchurch, Cardiff; Neville Wilkinson, Dover, Kent; Mark Bradley, Purley, Surrey; Karl Tate, Colne, Lancs; Benjamin Andrew, Saxmundham, Suffolk; Duncan Adamson, Bishop Briggs, Glasgow; Master Thomas Michael Brighton, Camberley, Surrey; Stephen Conroy, Rochford, Essex; M Stapleton, Corsock, Castle Douglas; Niall Chantrell, Warrington, Cheshire; Jonathan Ecdes, Heysham, Morecambe; Mark Broadley, Bourneville, Birmingham; Robert Summer, Belton-In-Butland, Leics; Steven Harbet, Norwich, Norfolk; Anthony Pattemore, Banstead, Surrey; David Maxwell McLeod, Cotgrave, Notts; Derek Owen, Llw, Bristol.

I'm So Deviant My Socks Look Like Bananas Compo

Which of three well known deviants was the odd man out, we asked back in the Jan ish. And as all seven thrillion of you guessed, it was John Noakes. None of the other deviants owns a double-glazed sheep-dog. But only 10 of you won the fabby prize of your very own copy of *Deviants*.

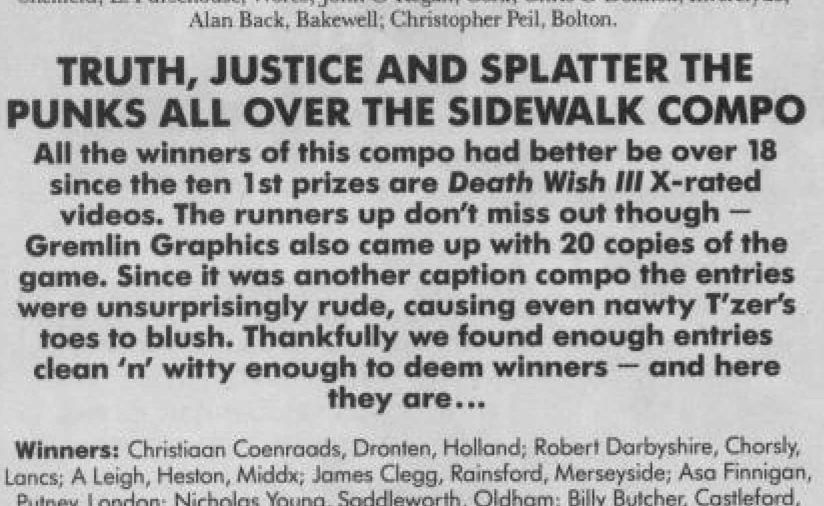
The ten lucky winners were: Lasse Eldrup, Denmark; Andrew Hickabottom(?), Scunthorpe; David Barnes, Co. Tyrone; Jonathan Armstrong, Cheshire; Robert Moss, Sheffield; L. Pursehouse, Worcs; John O'Regan, Cork; Chris O'Donnell, Inverclyde; Alan Back, Bakewell; Christopher Peil, Bolton.

TRUTH, JUSTICE AND SPLATTER THE PUNKS ALL OVER THE SIDEWALK COMPO

All the winners of this compo had better be over 18 since the ten 1st prizes are *Death Wish III* X-rated videos. The runners up don't miss out though – Gremlin Graphics also came up with 20 copies of the game. Since it was another caption compo the entries were unsurprisingly rude, causing even nawty T'zer's toes to blush. Thankfully we found enough entries clean 'n' witty enough to deem winners – and here they are...

Winners: Christiaan Coenraads, Dronten, Holland; Robert Darbyshire, Chorsly, Lancs; A Leigh, Heston, Middx; James Clegg, Rainsford, Merseyside; Asa Finnigan, Putney, London; Nicholas Young, Saddleworth, Oldham; Billy Butcher, Castleford, West Yorkshire; Jason Gardiner, Brecon, Powys; Paul Miller, Favell, Northampton; Robert Munnerley, Halewood, Liverpool.

Runners-Up: Miss K J Lyons, Ilkeston, Derbyshire; M Winwood, High Storrs, Sheffield; Carl Slater, Whitefield, Manchester; Kevin Gentry, Westcliff-On-Sea, Essex; Jamie Gilbert, Over Stowey, Bridgewater; Philip Bourne, Larfield, Kent; Patrick McCann, Peckham, London; "Mad" Mike Stone, White City Funny Farm, London; Stuart Eggleston, Lincoln; Mark Fossey, Palmers Green, London; Matthew Gleightonme, Pontefract, West Yorks; G McNaney, Chester-Le-Street, Durham; Daniel Smith, Lochmaben, Dumfrieshire; David Hawkins, Chelmsey Wood, Birmingham; Kevin Mills, Gallington, Cornwall; Paul Cockram; Slough, Berkshire; Stuart Parsons, Wednesfield, West Midlands; Gareth Burley, Longthorpe, Peterborough; Alasdair McCallum, Glasgow; Martin Atkinson, Ramsbottom, Lancs.



BERK! WHERE'S MY DINNER COMPO

Some ex-tweemly nice fluffy toys, videos, Bendy toys, pillow cases, quilt covers, records, colouring sets... er, coffee perculator... um, fondue set... er, in fact, everything a *Trap Door* fan could possibly wish for. And we had *two* sets to give away. Runners up prizes, in the shape of a copy of the game, go to the rest.

Winners: Craig Russell, Minehead, Somerset; John Downy, Great Yarmouth.

Runners-up: Paul Smith, Mickleover, Derby; P A Sayers, Chatham, Kent; Mrs L M Gately, Romiley, Stockport; Simon Toseland, Netherton, Peterborough; Christopher Lee (Oo, spooky eh?), Romsey, Hants; John Mainswaring, Runcorn, Cheshire; David Lawson, Wrington, Bristol; Simon Greig, Lydney, Glos; David Sheridan, Co Durham; Trevor Ferrity, Armagh; Martin Bockley, Blackburn, Lancs; The YS Office Tea.. (*snip! Ed*); Barry Moody, East Ham, London; Chris Mort, Inverness-shire; Gary Ovenstowe, St Monans, Fife; Jonathan Boam, Dynnington, Yorks; Scott Harvey, Polmont, Scotland; Steven Lakin, Halesowen, West Midlands; Robert 'Captain' Kirk, Bulwell, Notts; Michael Alexander, Glasgow; C McGrachan, Dudley, West Midlands; Jonathan Barr, Belfast; Stephen Palard, Burnley, Lancs; Victor Fitzpatrick, Sutton, Dublin; Kevin Clarkson, Ayrshire, Scotland; Anthony Dean, Nottingham; Robert Veal, East Lothian, Scotland; Bernard Cromarty, Farnworth, Lancs; Chris Marin, Kenley, Surrey.



I WANT TO RIDE MY BICYCLE AND PLAY WITH MY DING-A-LING COMPO

The lucky winner of this mega-brill compo gets himself a new set of wheels thanks to those generous old souls at Gremlin Graphics. Just think of it: the customised and very sleek cycling machine gliding through the cool air; the possibilities of a new career... a paperboy f'rinstance. The runner-beans aren't forgotten of course. Thirty of them each receive a brand-spanking (not now Miss Jones) new copy of *Tour De Force*.

Winner: James Rowell, Peterborough.

Runners-up: Anthony Johnson, Willesden Green, London; Peter Newham, West Wickham, Kent; A Elsegood, Broxtowe, Notts; Mark Ener, Hyde, Cheshire; Mr R E Bail, Huntingdon, Cambs; Graham Daherty, Bridge of Allan, Stirlingshire; Simon Gornall, Garswood, Wigan; Karl Shaharudin, Solihull, West Midlands; Edward Marshall, Hodbury, Hants; A T Green, Glenrothes; James Gant, Luton, Beds; Patrick Carlin, Glasgow; Christopher Morris, Markyate, Herts; Jonathan Casely-Stuart, Sherbourne, Dorset; Simon Penfold, Blackwood, Gwent; Adam Bolton, Bramley, Surrey; Matthew Portiock, Tonbridge, Kent; Eric Black, Alexandria, Dunbarton; Peter Taylor, Barnsley; Robert Gabriel, Uffculme, Devon; David Robinson, Hartlepool, Cleveland; Colin M Young, Kirkintillock, Glasgow; A Jackson, Billingham, Cleveland; James Warren, Loughborough, Leics; Paul Bunkham, Chesham, Bucks; J Griffiths, Lymm, Cheshire; Roddan Archer, Bishopbriggs, Glasgow; Alexandra J Smith, Hammersmith, London.

YS/US Gold Compo

Lights, Action, Sound!

Win a fantastic VHS Camcorder worth over 600 Nicker!



Yes, you can make your own flicks with this brillo bit of electronic multi-chipped trickery — but you'll have to win our amazing *Starring Charlie Chaplin* compo first. Take it away, Chas!

Sssshhhh! This film is supposed to be silent! *Starring Charlie Chaplin* is a bonzer new game from US Gold, in which you shoot your own film short, edit it and then show it to a paying audience — and suffer the consequences if it's not very good. But if you win our fabby compo, you'll really need to worry about squished tomatoes careering towards your bonce at 45mph — 'cos you'll be making your very own films on vid! It's but a short step from that of course, to the Oscar ceremonies in Hollywood — and when you get up there, swapping jokes with Charlton Heston, just watch out for the veg! 'Cos it'll be all those other *YS* readers — the ones who didn't win this compo.

As you can see, it's a fairly complex piece of equipment (fnar), with more knobs than a door factory and flashing lights amundo. And as it's worth a marvy £600, we've made hyper-sure that it's no cinch to win. You'll also have to get past us lot 'ere, so make sure you don't get all of these quezzies right. Awright? Awright. Don't say we didn't warn you.

RULES

- **Chaps and Charlies from Dennis Publishing and US Gold shouldn't try entering, or they'll be chucked off the set.**
- **The Ed's casting couch, whoops, decision is final.**
- **Get your scripts in by the shooting date — June 30th 1988 — or it'll be you that gets shot!**

WHAT YOU DO

Here's the gen. Just look at these five pics of famous Hollywood fillum stars, and match each one to the prop or object that he or she is associated with. Peasy, huh? And remember, these five questions could be the only things between you and a massively successful career in Hollywood! They won't, but they could!

Right, sorted that out? Now send the coupon to I'm A Right Charlie And I'm On My Way To Hollywood Compo, *YS*, 14 Rathbone Place, London, W1P 1DE. Cut it, print it.



Worra doddle! Here are my answers — now when do I meet David Puttnam?

1...

2...

3...

4...

5...

Name...

Address...

....

....**Postcode**.....................



Yes, here we are with the chartiest, heartiest, slartiest bartfastiest page in the whole magazine. Who says so? None other than L Ron Hatstand, currently presenter of hit TV show, "God's My Chum," and founder of the First Church Of Spectrology, Inc. And why? Well, five grand in used notes may have something to do with it . . .

STREET

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(1)	**Platoon**/Ocean
2	(2)	**Out Run**/US Gold
3	NE	**Predator**/Activision
4	NE	**Rastan**/Ocean
5	NE	**ATF**/Digital Integration
6	(5)	**Magnificent 7**/Ocean
7	(3)	**Match Day II**/Ocean
8	NE	**Nigel Mansell's Grand Prix**/Martech
9	(7)	**Gunship**/Microprose
10	(8)	**720°**/US Gold

Which means goodbye to *Garfield* (down to 12th), *Combat School* (after a very long run), *Renegade* (ditto) and *Gary Lineker* (on me 'ead, John). Good to see *ATF* doing well, and *Rastan* too. Creeping around below the top ten, *Hit Pak's Top Ten Collection* (essentially all those old Durell games repackaged) and *Rolling Thunder*, which is what they call in the trade a 'sleeper'. Come on, guys, wake it up! **Dr. B.**

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(2)	*GhostBusters*/Mastertronic
2	(1)	*Kik Start*/Mastertronic
3	(5)	*Dizzy*/Code Masters
4	(4)	*Way Of The Exploding Fist*/Mastertronic
5	(3)	*Super Stuntman*/Code Masters
6	NE	*Trap Door*/Alternative
7	(6)	*ATV Simulator*/Code Masters
8	(10)	*Grand Prix Simulator*/Code Masters
9	(8)	*Fruit Machine Simulator*/Code Masters
10	(9)	*Soccer Boss*/Alternative

Charts supplied for *YS* by Gallup



720

COMICS

1. ***Marshal Law*** (Epic) no.3
2. ***Blood*** (Epic) no.4
3. ***Justice League Of America*** (DC) no.17
4. ***Batman*** (DC) no.17
5. ***Hellblazer*** (DC) no.7
6. ***Cinder And Ashe*** (DC) no.3
7. ***Swamp Thing*** (DC) no.73
8. ***Grendel*** (Comico) no.17
9. ***VideoJack*** (Epic) no.4
10. ***Batgirl*** (DC) Special Edition

Chart compiled by Chris Campion at Virgin Comics



This month's lightbulb gag comes from **Nicholas Young** from Saddleworth in Lancs. Very illuminating, Nick . . .

Q. How many Dixon's salespersons does it take to change a lightbulb?

A: First time, one. Second time, two. Third time, two plus the manager. Fourth time, none — they're out of stock!

Graphic Novels

1. **Batman — Year One** (DC)
2. **Batman — Darknight** (DC)
3. **Watchmen** (DC)
4. **Love And Rockets** (Fantagraphics)
5. **Swamp Thing** (DC)
6. **Big Hard Number Two** (Viz Comics)
7. **Moebius** (Epic)
8. **Daredevil** (Marvel)
9. **Elektra** (Epic)
10. **The Shadow** (Marvel) Hardback

Chart compiled by Dave Tarafder ("The Boss") at Virgin Comics.
(For more info on these charts, see the super Comix feature on page 60.)

Adventures

1. Pretty Crazy (Alternative)
2. Knightmare (Activision)
3. Werewolf Simulator (Top Ten)
4. Blood Valley (Gremlin)
5. Rigel's Revenge (Mastertronic)

Chart supplied by Roger Hulley at R&R Distribution.



KNIGHTMARE

ET LIFE

CAR/PYJAMAS TOP FIVE

Yes, following the hugely successful Love/Lunch charts, here are **Andrew Toone**'s Top Five Records with the word Car replaced by the word Pyjamas. Look, just don't ask . . .

1. *I'm In Love With My Pyjamas*/Queen
2. *Baby Will You Drive My Pyjamas*/The Beatles
3. *Pyjamas And Girls* (fnar)/Prefab Sprout
4. *Pyjamaravan Of Love*/The Housemartins
5. *Get Out Of My Dreams, Get Into My Pyjamas*/Billy Ocean

TOP TEN NOT-AT-ALL-FUNNY THINGS

Sent in by Lee Watt (*What? Watt? Ed*) from Aberdeen.



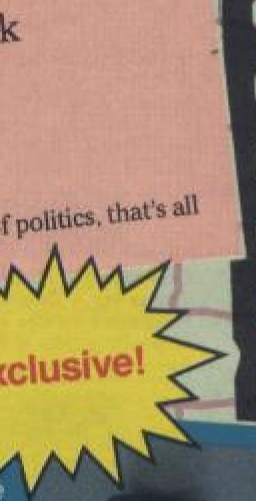
1. Terry
2. June
3. This chart
4. Exchange & Mart
5. An egg
6. Mike Smith
7. Being run over by a large truck
8. Several tulips
9. Margaret Thatcher
10. The liquid Flash advert

Yes indeed, ladies and gentlemen. A little bit of politics, that's all right. My name's Ben Elton, goodnight . . .

Exclusive!

Strike A Lite!

Yes indeed, ladies and gentlemen, if you need a lite, there is only one true lite . . . and we don't mean Miller Lite. No sirree, we mean the Mag Lite™, the bestest little torch in the whole world. This is the Zippo lighter of the flashlite world, the filofax of the hard hat generation, the . . . (*What are you talking about Snouty? Ed*) The Mag Lite™, or in our case the Mini Mag Lite™, is a range of tough and dependable Canadian made torches, with a rubber sealed steel construction, and a high power, focusable, halogen bulb. This is the most stylish outdoor lighting you can buy, and for £18.88 inc vat, it blimmin' well ought to be! There are a number of different sizes available, and it's most popular with police officers, firemen and the military. Brrr, we feel so BUTCH! The Mag Lite™ range is available from most classy hardware stores. So run out and buy a designer flashlite today, if you want to shine out in a crowd. (*Groan. Ed*)



Rachael's back row film reviews

PRINCE OF DARKNESS (18)

Donald Pleasence

Oo-err! Scare-eee! We're off into the realm of X-rated horror so, all you under-18's, look away immediately in case the next sentence proves just too frightening. BOO! Pretty bad, huh? No? Well how about Phil filling his face with an inch-thick ketchup sarnie then? Now that's *really* nasty.

Prince Of Darkness is even nastier entertainment for all you children of the night though. So it should be — it was crafted by suspense king John Carpenter, of *Halloween* and *The Fog* fame. Carpenter knows how to carve a tale of terror out of even the most wooden concept. Okay, so you've heard the one about something nasty in the cellar before, but I bet you've never seen it done *this* well.

Priestly Donald Pleasence has just crept into the crypt and found something nasty. Now all hell's let loose, as Old Nick meets neutrons, with a good particle of quantum physics thrown in to boot. It seems like evil is related to anti-matter, and though it doesn't matter if you don't have a PhD in physics, it all sounded fairly convincing to me.

Realising he's out of his league, Pleasence calls in the best brains that the local university can supply, and professors and pupils move into the deserted church for the weekend, to investigate the mysterious swirling liquid beneath the nave.

Meanwhile the local street people gather outside, along with beetles, worms and other yukky creatures, to make sure that nobody slips out for a pint on Saturday night. This is a classic Carpenter situation, and he gets every ounce of suspense out of it.

There are some hair raising effects and a few moments to make you jump out of your skin, but what sets *P Of D* apart from the standard shocker, is the tension. It's often more terrifying waiting for something to happen, than being bombarded with cheap shocks. So get scared to death by this one, and let Carpenter build your coffin!



MAKING MR RIGHT (15)

John Malkovich, Ann Magnuson

There are films which seem to get shown in every town, and yet you'd have more fun sitting at home watching the wallpaper. Then there are real gems which only appear at a few, select cinemas, and *Making Mr Right* is definitely one of these. So try not to miss it because it's among the funniest, most inventive science fiction films you've ever seen!

Android Ulysses is the highest achievement of scientist Jeff Peters. The 'droid', which looks just like its inventor, is designed for long-distance space exploration, but the research lab is about to lose its funding. So, this being America, it calls on a public relations firm to jazz up Ulysses' image and make him commercial.

Enter Frankie Stone, a slightly scatty PR woman, who is employed to humanise the android — and boy, does she succeed! Soon Uly' has developed a taste for the good life, and as he possesses more artificial intelligence than most 'naturally intelligent' humans, he's soon on the loose in LA. He gets mistaken for his inventor and replaces Jeff on a date, with hilarious consequences.

But even more disturbingly, Ulysses falls in love with Frankie.



Dr Peters, who is as emotional as an oscilloscope, isn't too happy about this, and Frankie has enough problems with her love life already, to have to cope with a romantically inclined machine, with the social graces of a four year-old, and a tendency to short-circuit at moments of passion.

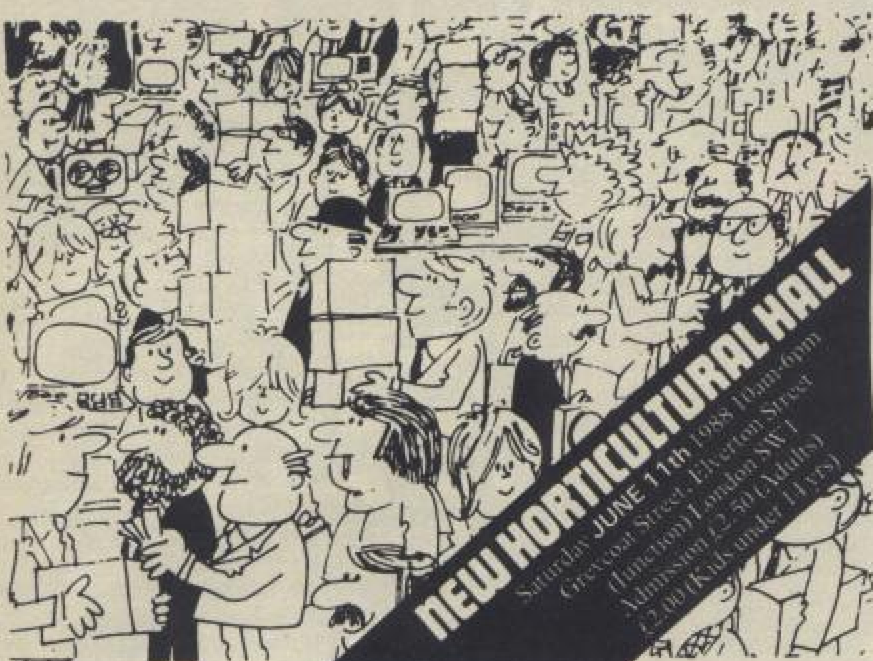
Director Susan Seidelman, who made the equally off-the-wall *Desparately Seeking Susan*, has discovered another goodie here. Quite why *Mr Right* won't be appearing everywhere, I have no idea. So if you've got a local independent 'art' cinema or film-club, pester its manager to make the 'Right' decision. And if that fails, you'll just have to wait till later in the year when it should appear on video.

And if you'd like to see *your* wacky chart, lightbulb joke, daft gadget or worrever on these pages, send it now to us at Street Life, *YS*, 14 Rathbone Place, London W1P 1DE. Anything we print'll win a game and a badge. Yes indeed ladies and gentlemen, my name's L Ron Hatstand, goodnight.



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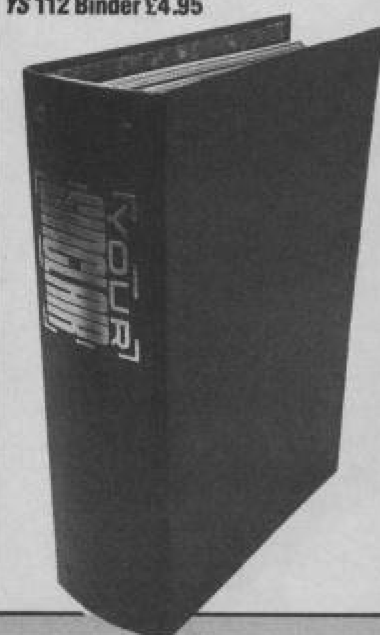
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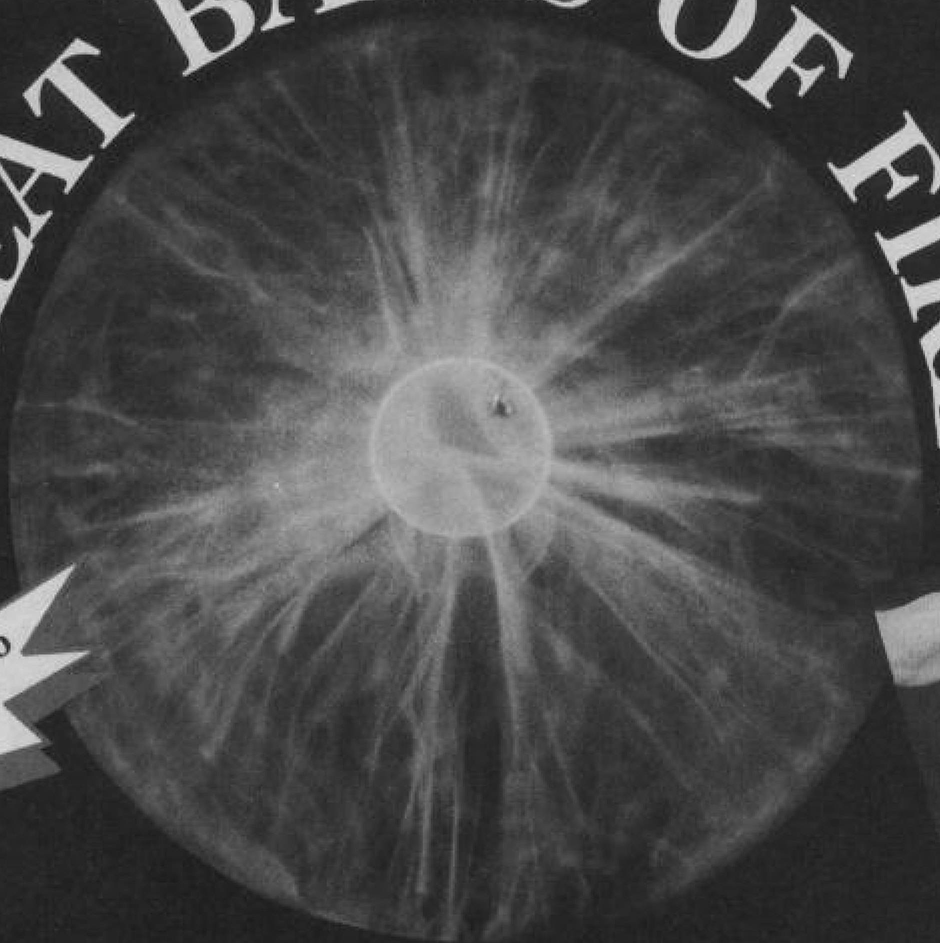
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GREAT BALLS OF FIRE!



YS/Gremlin Compo



Well one anyway. Win a pulsating Plasma Ball plus 30 copies of *Vampire's Empire*!

You'd better not scare easily 'cos this is some frightening compo. Gremlin has kindly offered a fab prize to celebrate the release of its new blood-curdling screamer, *Vampire's Empire*. This little horror stars the mean and evil Count Dracula, (boo, hiss), who must be destroyed by the senile Dr. Van Helsing, (yay, yay), with the aid of his crystal balls that emit rays of light (oo-er!). As usual there are a few obstacles to overcome, including the vamp of all vamps, Sybille, who gives a very unusual love bite, and other assorted nasties. So arm yourself with a clove of garlic before you play this one! Okay, so what is Gremlin offering in our fab'n'groovy compo?

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FANGS
SILVER
TRANSYLVANIA
SKELETON

DRACULA
GARLIC
COFFIN
LOVE BITE
CLOAK

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        O P W E Z X C W
      T F A L U C A R D A
    V C X Z A S D F G V J K
  U Y T R A N S Y L V A N I A
  E R T E U N O P S D M A G H
  Q W S T C O E R F V P G T Y
  O I J I B T U Y G C I F T R
  W X N B R E T B L N R A I O
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MEGA APOCALYPSE

Martech/£8.99

Richard I was glad to see this offering — *Mega Apocalypse*, which has an unassuming little name that trips easily off the tongue, and makes no claims about being an accurate simulation of anything. No, the cassette insert is a lot like *Your Sinclair*'s editorial team: brutal and short (just a joke guys, honest...). No frills, no poncing around — 'You have been selected to explore the universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear. BLAST THE LIVING DAYLIGHTS OUT OF THEM!!!!!!!!!!!!!!!!!!!' I may not have got the exact number of exclamation marks right, but you get the general drift.

Once it was all loaded, I was a bit disappointed. I'd been expecting something well mega, and the first screen was a let down. Your triangular ship is up against three rocket ship type thingies, which have all the stamina of soap bubbles. You can move up and down and left and right on the screen, although you can't change the direction your ship is facing — not at first anyway. Even so, if the idea was *not* to kill these first targets, it would be more challenging!

Anyway, once through this first screen, you're up against the attack of the killer planetoids. Three or four of these first appear as tiny specks, which get progressively bigger as they bounce around the screen. They can't harm you until they've become fully sized planets with craters on — if they run into you then, you're dead meat. You can kill them with one shot when they're small, but the bigger they get, the more damage you have to do to destroy them.

Then it's onto the rocket ship type thingies again, plus some cometoids which blow you apart if they get anywhere near you. This screen is a lot more challenging: in fact, it's blimmin' frustrating, especially as the comets seem to have been programmed to follow you around the screen! In addition to the thingies and the cometoids, you also get some strange shaped blobs, and these seem to give you extra powers when you hit them.

In the screen that follows — back to the baby planetoids, only they grow faster, or seem to — my ship seemed to have been equipped with special thrusters that meant I could rotate it. Unfortunately, they didn't come with instructions on their use, so I spent ages cartwheeling around the screen. I finally worked out that it had something to do with the fire button. Every time I fired, I rotated 45°. Every so often, I also managed to pick up something which gave me a continuous fire capability — very useful, but I do wish I knew what I did to deserve it! Thinking about it, it may not have been the blobs at all, but the rocket ships...

Anyway, the next screen pits man against a fully grown planetoid: I can't tell you what comes after that, as I haven't been able to outwit the lump of rock yet. It's not easy, dodging something the size of Ceres (the largest of the asteroids, you know), in an area the size of a TV screen. I suppose I could get a bigger TV screen.

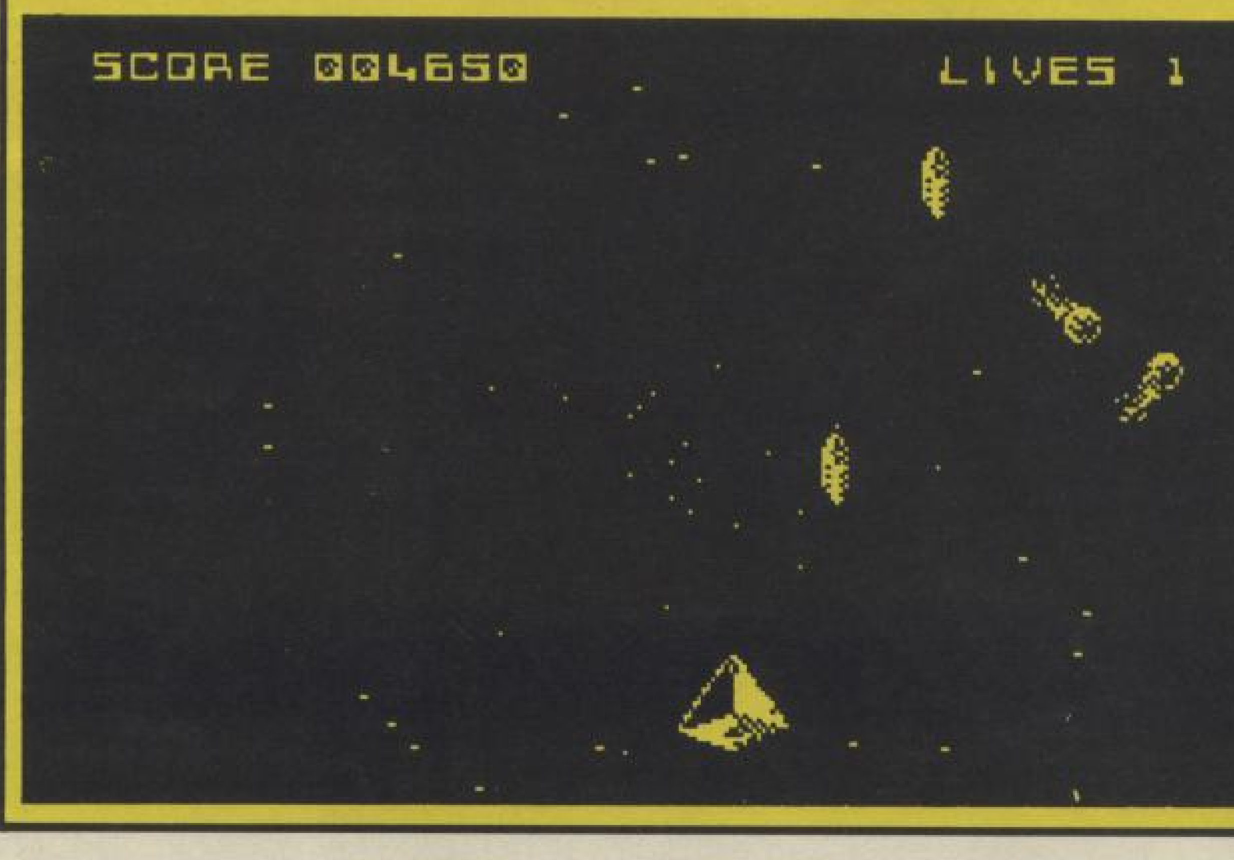
And that, as they say, is that. First impressions — that this one is a dud — are misleading: it grows on you as time goes by. I found myself getting quite into it after about half an hour, even though my score went down the more games I played. But it doesn't have the grabbability, so, normally, I would predict a reasonable but not astounding future for this one. But it is a conversion of what is apparently an immensely popular game for the CBM64, and I have a suspicion a lot of people are going to ignore rather bland graphics and somewhat turgid gameplay, and just buy it so they can see what their mates with Commies have been wittering about.

YS CLAPOMETER

Fair if tricky conversion of the excellent Commodore shoot 'em up. Probably more fun than it first appears.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■□□□□

TOTAL 7



SOPHISTRY

YOUR SINCLAIR MEGAGAME

CRL/£7.95

Marcus What? A CRL megagame? You're pulling my long dangly bit. But no, this is an excellent game, if you like this sort of thing, and I do, I do, I do, I do, as Abba once commented.

Sophistry uses all the old 3-D isometric *Knight Lore*-ish techniques, but to new ends. At first devilishly complicated, it soon turns into a fascinatingly diverse and addictive arcade adventure, that in its complexity rather resembles *Bobby Bearing* with knobs on (fnar).

The idea is to reach the 21st level of an enormous network of interlocking screens, each of which is covered with blocks that you bounce along on. Most blocks score you points when you hit them, the precise number, (ranging from 1 to 84), being determined by the little black shape on the block. Other important blocks are exit blocks, which lead off onto the next screen; target blocks, which give you extra points whenever you land on them; and neutral blocks, which don't score you points but remain safe when all else fails. These are very handy, because there are complic-ations aplenty throughout the game. On many screens the Decrement Status (abbreviated to DEC), is switched on, meaning that every time you hit a block it drops in value by one point. Harmless enough, until it drops in value to no points at all, whereupon it disappears. This can make life hard if you wish to get back the same way.

Equally nasty is when the Tracking Status is switched on. Then you can only land on each block once, until you hit the target block, which releases all the other blocks you landed on. Nasty, huh? Try coping with both DEC ON and TRACK ON.

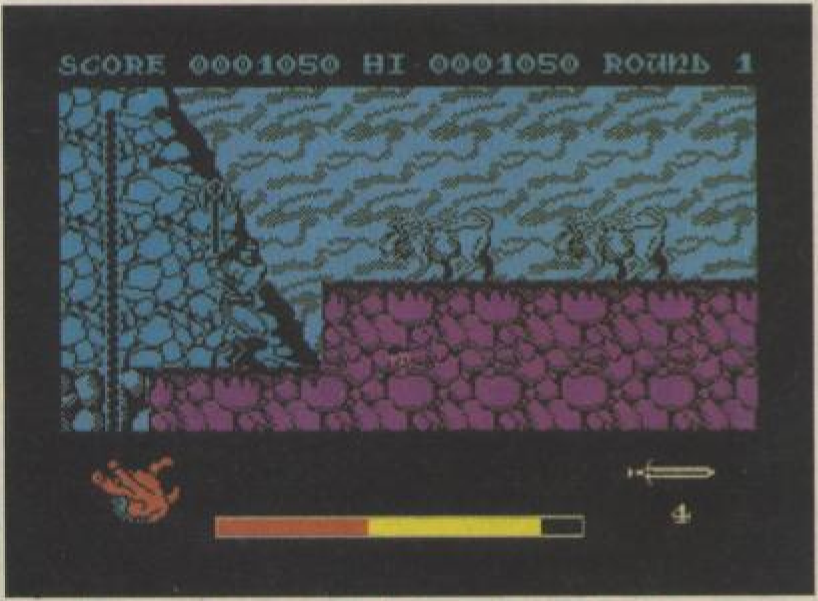
Then there are the various types of screen, like Freeway (where nothing stops your progress), Countdown (where you must leave before the time runs out), and about a dozen infinitely nastier ones, like Inertia, where you keep on moving, changing direction as you go, until you hit the target block. Finally you might find some of the screens 'locked', which stops you getting off the screen, until either a certain time has elapsed, or you have amassed enough points.

Each of the 21 levels, has its own maze of levels, and although you get a rough map, there's no way of knowing which screens really lead to which, let alone the hazards you're likely to encounter on the way. As well as Map Mode, there's Comptrol Mode, which offers you data about seekers, inter-level locks and so on, *plus* the option of exchanging points for all sorts of extra little useful things. Yes, 'cos points make prizes. (What do points make? Prizes!) Some info, though, is marked Restricted Access, which means that your information access level (which ranges from D8 to A1, and is determined by how well you're doing), is not high enough. So there are always new treats in store.

All in all, a lot of thought and care has gone into the design of *Sophistry*. I'm told that after its deal with Electronic Arts, all CRL's games will be this good. Well, that would be a pleasant surprise, but while not counting chickens, let's just say that this will happily keep me going for the time being. If you too like your games to have a bit of brain content, I'm sure you'll dribble all over this, especially if like me you thought *B Bearing* had the right idea, but wasn't quite there. A cracker.



A nasty one, this. The Track is on, so you can only land on each block once before you hit the target. Trouble is, the target is on the other side of an unbreachable chasm. And the exits to the south and east are scorelocked. Worra palaver! Best tip: avoid this screen next time round!



Pursuit screens are also tricky, though at least they're solvable — in theory. Each move you make is timed, and within (in this case) those five seconds, you must either be where you started (not hard — just stay still), on the target (in this case on the right), or off the board. Well, the latter's out of the question, as the board is scorelocked. And you'll never get right over there in five seconds, so just stick where you are. You'll need solid judgment and quick reactions to get off this board in one piece.

YS CLAPOMETER

Brillo multi-screen arcade adventure, that proves that there's life in the old 3-D dog yet (woof howl).

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

JOYSTICK JUGGLERS

Who are they, these brave fearless souls who jiggle their sticks deep into the night? And does anyone care?



Jonathan Davies — Now giving up the editorship of *Spectacular* (and handing over to regular *YS* correspondent Richard Pelley). And what do we give him to review? Why, *Lee Enfield Is "Space Ace"*, of course. Wot?



Duncan MacDonald — Creator of the Joke Police, and apparently the wackiest man in Reigate. As his old mother used to say, "You're nicked my old beauty."



David "Macca" McCandless — We might see a little less of Macca in the near future — it's GCSE time! Haw haw! No, let's not mock the afflicted. Chortle!



Richard Blaine — In between playing by mail, Postman Dick still likes a jiggle or two in those quiet moments (fnar). And this month, its *Mega Apocalypse* that comes under his steely gaze. KerBOOOMM!



David Powell — Diddy Dave's in airborne mood this month as he gets to grips with the *Gee Bee Air Rally*. Seems appropriate — after all, you can tell by the way he uses his walk, he's a woman's man, no time to talk. (*Eh? Ed*)



Tony Worrall — Now appointed *YS*'s Cheapies Supremo, Tone keeps his hand in with a swift reviewette of CRL's *Ballbreaker II*. And what does he think? Beautiful fluffy thoughts usually, but for the lowdown, read the review...



Sean Kelly — Yet another new reviewer through the doors of Castle Rathbone, Sean actually had to be tied up in a sack and dragged screaming before he'd even agree to touch a Spectrum. As you'd guess by his name, a native of Botswana.

YS SCORES

("One-nil" J Motson)

10 Over the moon, Brian.
9 Chuffed, John, chuffed.
8 It was the right result on the day, Barry.
7 The lads done great, Jimmy.
6 Football's a funny game, Saint.
5 It's a game of two halves, Barry.
4 We were robbed, Martin.
3 I've total confidence in the manager, Jimmy.
2 Choked, John, choked.
1 Sick as a parrot, Brian.



GOTHIK

Firebird/£7.95

Duncan To squeeze *Gothik* into an introductory nutshell, it's a view from above, dashabout collecting/zapping maze game. It's *Gauntlet* with knobs on. Lot's of knobs in fact — and jolly super knobs they are too!!

At start of play you choose to be either Olga or Olaf, Vikings both, (she being handier at magic, he better in the old duffing up department). It transpires that your master, the Grand Wizard, has been taken prisoner and is being held in the Dark Castle of the Evil Lord. It's worse than that though, ("Crikey, things are bad then?"). 'Fraid so, spec-chums — the Evil Lord's only gorn and split him into six parts, each being hidden on a different floor within the castle complex. To top it all the Evil Lord himself (for it is he), is guarding the wizard's robe on the highest floor of the castle. Phew. And you know what you've got to do, don't you?? You've got to collect all the wizards squidgy bits and reunite them with his robe. Bleeurghh!!!

The castle is made up of four towers, each seven stories high, making four separate, (and large) playing areas per level. Each playing area, (or tower) has a teleport that'll send you to one of the other three towers on the level you're currently on (gasp). Got it??

As I said, it's a view from above in the *Gauntlet/Dandy* vein, with the playing areas being monochrome vertical/horizontal scrollers (in other words no sudden 'crikey where am I' flip-screens). Sooo, you zwoom about the mazes picking up stamina, ammunition, magic and various other bonus icons, whilst zapping/avoiding the many nasties until, hopefully, you'll find a shield. Once you've got this, you'll be allowed to go and kill the monster that's guarding one of the wizards wibbly bits. When you have the wibbly bit, you can go up to the next level.

Anyway, that's the basic formula as you travel up; except the nasties get nastier. By level three things are already getting well squiffy!

You know I said that this was *Gauntlet* with knobs on? — well here they are: Six Magic Relics, a brillo weapons system and thirty two (count them — thirty two), different magic potions to take.

The six Magic Relics ('Ring of Invisibility' f'rinstance), are scattered through the first three levels and can be tricky to find. Once found though, they're yours for keeps (well, until you get killed). Working in different ways they all, basically, stop the nasties from attacking you and can be toggled on or off at will — but they don't half drain your magic energy.

The magic potions are bunged about all over the place, (at random I might add). There's zwillions of 'em. Trub is, that you don't know which of the thirty-two different types you're going to get until you've picked them up. They then take effect immediately and last for about a minute. There's one that speeds you up, one that slows you down, one that makes your joystick control go all wibbly, one that turns the lights off, one that . . . but we could be here all day; suffice to say there are lots and they're not all helpful.

The weapons system gives you three zap-modes to toggle between — arrows, lightning-bolts and energy-bombs. Arrows behave in, erm, an 'arowlike' manner — they travel in a straight line in the direction you're facing. Lightning-bolts bounce off the walls and zap about all over the place — even when they're off the screen (you can hear the nasties being fried). The Energy Bombs are the most powerful, though. You can select the ferocity of the blast, from a puny femto-sizzler, to a mighty wall-vapourising ker-bloom!!

All this icon toggling and weapon selecting takes place on the status/display screen, which you can get whenever you want by pressing the space key. As well as showing your various energy levels and position in the castle, it also serves as a pause mode. Phew! Thank goodness for that.

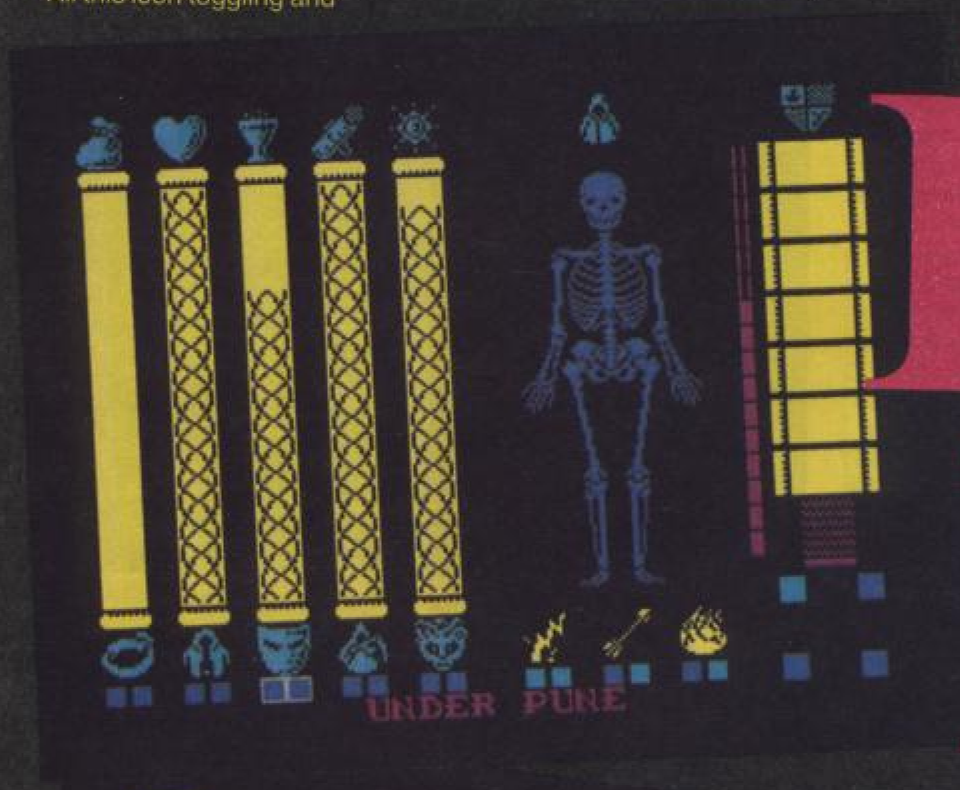
Anyway: *Gothik*! Aaaaahh. A peach of a game. It's fast. It's furious. It's also something of a first. It's the first time I've doshed out on a megagame. Oh dear. Time, methinks, for one of my incredibly brilliant jokes.
Q: What's the difference between a Viking and a potato?
A: Weight for weight, potatoes have a marginally higher starch content.

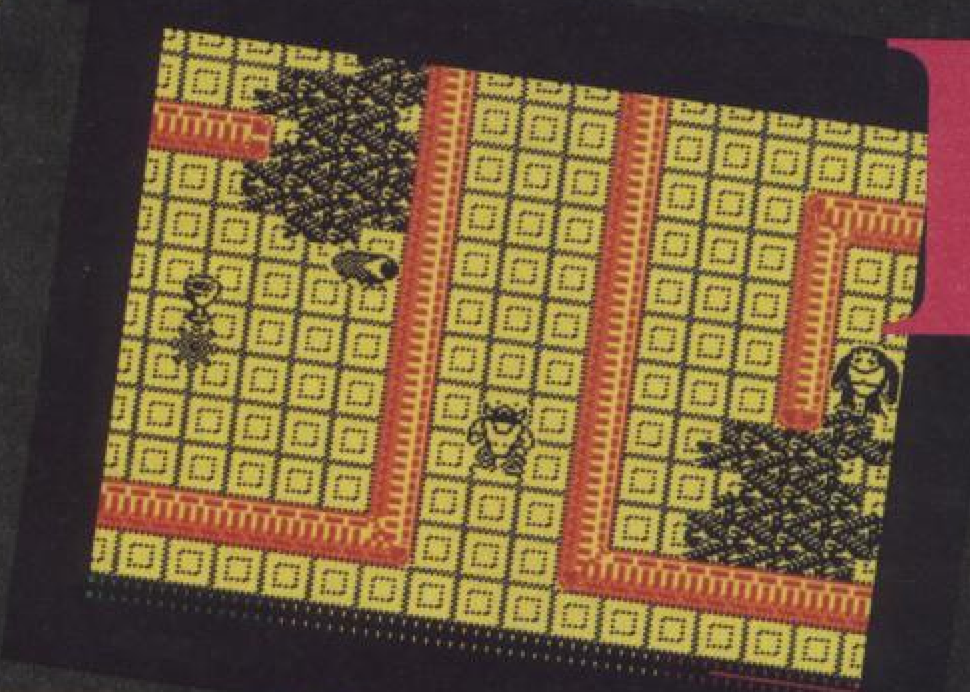
YS CLAPOMETER

***Gauntlet** with knobs on. A big, bulging, throbbing, zappabout maze game with bonus wibbly bits bunged on — it's great!*

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9





YOUR SINCLAIR MEGAGAME

YOUR SINCLAIR MEGAGAME

KARNOV

Electric Dreams/£9.99

Jonathan *Karnov.* Well, what can I say? Load it up, try and ignore the tatty options screen and weedy character set, and before you know it your screen will explode into glorious technicolour.

"Fwoar!" you'll go as your character is zapped onto the screen. "Ooh!" as you notice that he's yellow with red trousers. "Phew!" as he runs around without a hint of colour-clash. And "Fnark!" as you notice that he hasn't got a weapon!

Well, that's where you're wrong, actually. Like all rotund Russians, Karnov is a fire-breather by nature, so to defend himself he can launch great balls of fire at the opposition. They'll chuck plenty back, though, so be prepared to dodge a wide variety of sticks, stones and even boulders.

Along the way you'll come up against all kinds of wacky sprites, ranging from skeletons sitting on ostriches, to mud monsters. Each requires a different tactic to get past them, although it generally involves bashing the space bar as hard and fast as poss.

You'll be glad to hear that all the effort put into making the graphics look nice, hasn't meant economising on the gameplay. Oh no. Once you've had a few goes at it, you'll find that playing *Karnov* is one of the most absorbing occupations since flicking back the springy protective covers on 3.5 inch disks, and that's saying something!

In total you've got nine levels to battle through. They all load in separately of course, but we're all learning to cope with that now. Each level is packed with new monsters to beat up, new terrain to wander round, and new icons to collect.

Icons? Well, there had to be something you could pick up, didn't there? At the bottom of the screen is a series of little boxes, a bit like the ones that Creme Egg gift packs come in. As the game progresses, you'll come across little piccies that will fill up the boxes and give you extra powers. By far the most useful is the ladder. Get it up in the right position (oh dear, off they go again!) and you may find a few extra icons lurking about at the top of the screen.

The tremendous variety is probably what makes this game so addictive. It may take you hours to work out how to get past a certain point, but once you've found the technique you'll have no problem next time. You've also got the choice of alternative routes in some places, so if you find things a little heavy going, you can nip down a ladder and explore a few underground caverns.

At the end of each level, while the next one loads in, you're shown a picture of a map, with the pieces you've collected so far, stuck in place. The general idea is that when you've found all nine pieces, you'll be able to defeat the evil dragon Ryu and discover the lost treasure of Babylon.

The real snag is that you've only got five lives to get through all nine levels, and to get an extra one you've got to collect fifty (!) "K" icons. With Karnov biting the dust at regular intervals it's going to take a dedicated player to make it to the end. I'm sure many will try though, as the urge to find out what comes next is almost enough to drag you away from *Cheers* on a Friday evening.

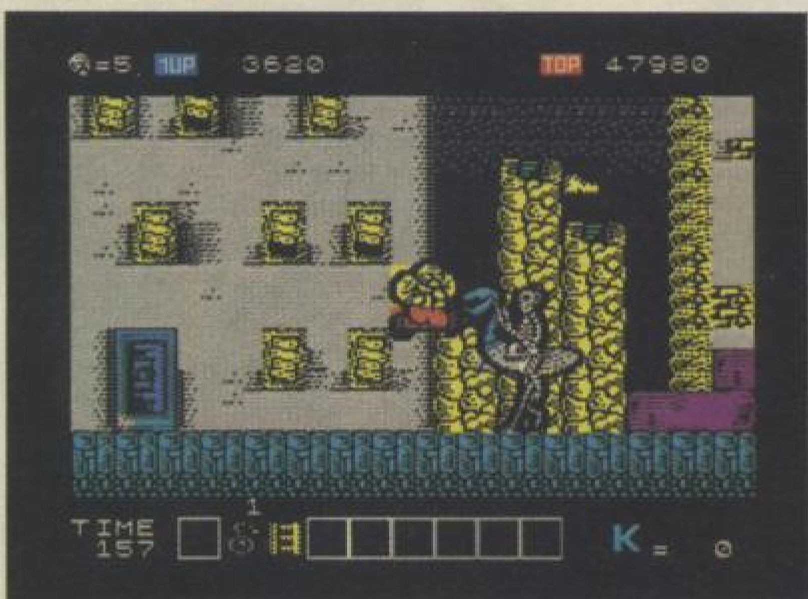
Even taking into account the dodgy presentation here and there, and the feeble sound effects, *Karnov* is one of the slickest games around at the moment. It costs a bit more than yer average arcade game, but it's worth every rouble, I'd say.

YS CLAPOMETER

Superb conversion of the coin-op which proves that colour on the Speccy isn't a thing of the past.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Ingenious to the last, Karnov launches a flying kick at an ostrich-mounted skeleton. Sadly he's forgotten that this isn't a martial arts game. Goodbye, Karnov. Had he been able to reach that boot-like icon floating above him, he'd have been able to walk twice as fast. No chance of that now, though.



Now, this bit's fun! You see the head at the top of that column? Until you tell it otherwise with your fire-breathing, it'll keep launching lethal missiles at you. Unfortunately you can't get to it except by shooting out the blocks from underneath it, at the same time as trying to avoid being zapped. Not easy, I can tell you.

Virgin/£7.95

Macca Hmmmmmm, *Action Force 2*, hey? A game based on little plastic figures, hey? Programmed by the Gang of Five, hey? Good loading screen, hey? Amazing title screen, hey? Pretty graphics, hey? Good animation, hey? Incredibly addictive, original and slick, hey?

Hey! This game is brilliant.

Cobra, the slimy evil enemy of Action Force, has nabbed some innocent hostages, and is holding them on the top of certain buildings in the city's slum areas (inner-city development She called it...). And, as all goody-goody, anti-terrorist squads should, Action Force have dispatched only *two* of their best men to combat the millions of enemy troops. First is Quick-kick (quick by name, quick by nature —fnar), who must climb the building to rescue the hostages, and second is Airtight (until he eats beans for tea), who has to provide cover-fire for Quicky.

You play Airtight, and must use the crosshair of your weapon to blow away any obstacles in Quick-kick's path as he marches on obliviously. Yep, ol' Quick-kick although mean, hunky, and good-looking is a teeney-weeney bit on the vacuous side —in fact he's so dense that he doesn't even know that a man wearing a sadistic grin, pointing a smoking gun at him, is dangerous.

Obstacles are quite varied — stuff like fings-being-bunged-outa-windas, fings-hiding-in-trash cans, kamikazee soldiers and assassins (you know the general rambo-esque stuff), —all of which are represented with superb animation and refined graphical detail. Little things not apparent at first, come to your attention gradually: the windows open, evil eyes appear... they blink —and a one ton weight plummets downward! The bomber reaches into his pocket for the next bomb to bung at you, and when you rescue the hostages at the end, they emerge, hands tied, blindfolded, and hopping along, a huge ball and chain in tow. Brillo!

Colour isn't missed out either. Clever use of screen design enables colour to be used in each screen to restrict the blandness of monochrome.

As Quick-kick ascends the skyscraper, inching up ladders and along platforms, his energy slowly diminishes. For some reason, this supply can be replenished by patriotically blowing away the American flags that are plastered everywhere. Another nice touch is the way you can choose a new weapon at the end of the level. The machine gun is the fastest, but tends to jolt about too realistically. Bazooka —a fave of mine —is the slowest, but allows you to blow away huge

Shooting this replenishes your steadily dwindling energy. Don't play in the presence of yanks.

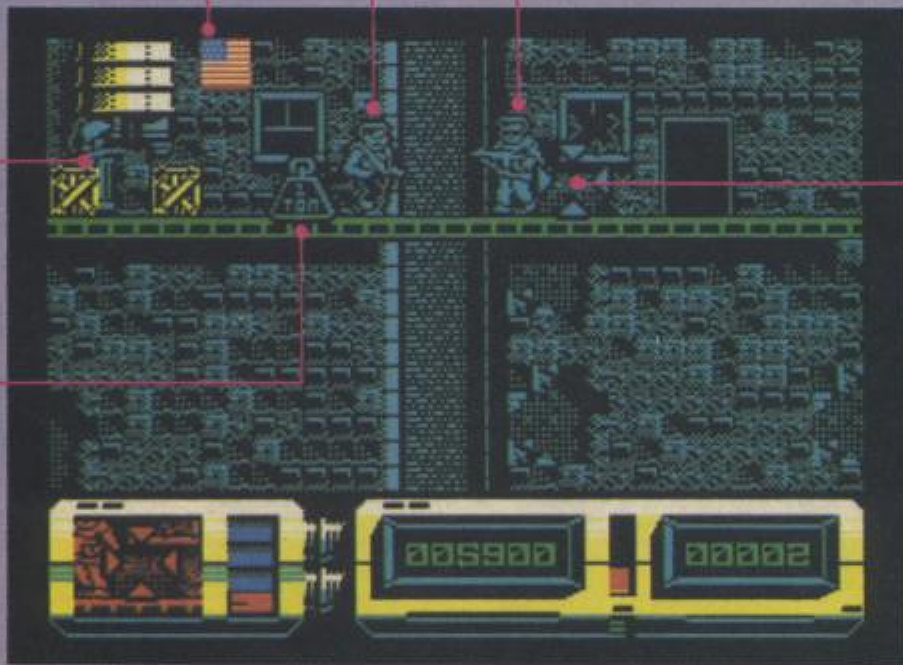
This is Quick-kick, and the brainless moron is about to be killed by about seven different things unless I can do something 'bout it.

Men like this pop outta' doorways and don't ask questions. A quick blast in the painfuls soon shuts them up.

This dustbin conceals something hideous and slimey (Keith Chegwin?), which will let off (pooey!), a stream of deadly bullets any second now.

Be careful when you fire, you might blow away some innocent (and stupid), bystander, ie Quick-kick.

Something lurks therein, dropping vases and weights to smear you into the floor. I've heard that Bazookas put a permanent end to such inconvenience.

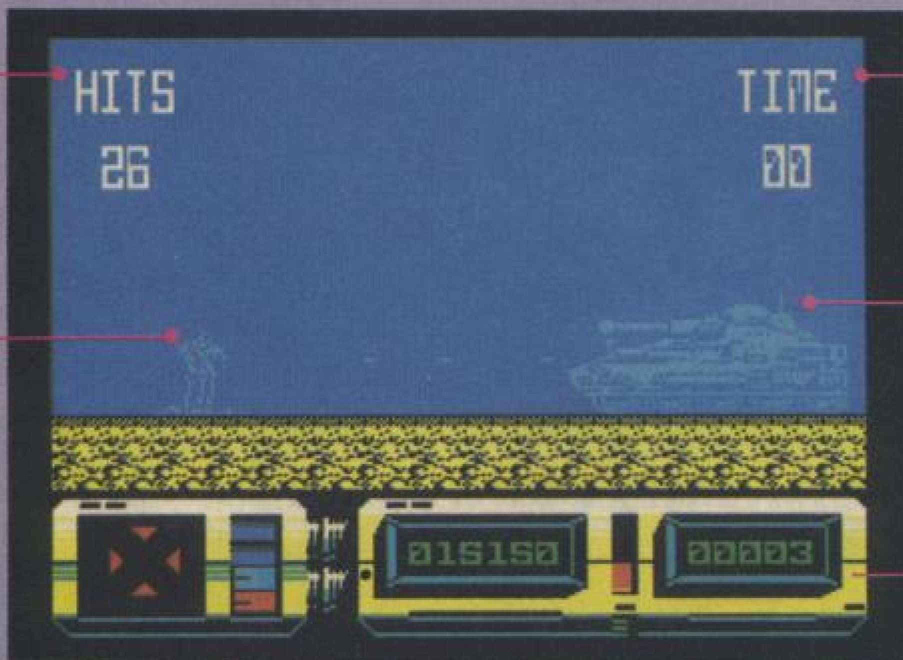


To fire, you have to furiously assault the left and right keys alternately. A real killer I can tell you.

You get about nine seconds to score 39 hits on the tank. Perhaps a machine gun is needed here?

Aaaarghhhh! I've just had my head blown off by the tank – well, look on the bright side (if I could just find my eyes), I don't have to have the op now.

This tank's no Tonka toy. Fail in your attempt, and it'll blow you into tomorrow! Watch it recoil realistically when it fires.



This is a sort of mini-game found in between screens on certain levels. Nice touch number four.



ACTION FORCE II

chunks of scenery as well as nasties —luverlee! The Bio-Gun causes obstacles to electrocute happily in the air, and is really juicy. What's more, the way something dies differs in accordance with the weapon you're using —yet another nice touch.

In this game, the tension comes with the unpredictability of each screen. You, the player, have to guess which window is going to open, which dustbin is going to explode, and from which doorway the assassin is going to come from. You'll often zoom your crosshairs down to a dangerous-looking crate, only to have a greater peril emerge from the hole in the wall you just left. The screens are not random, everything is staged so that when Quick-kick climbs that ladder, blah-blah will appear in that door. In this way you can prepare yourself for each screen and get a little further per game —the essence of playability, n'est ce pas?

Another attraction is the new shoot 'em up angle employed by this game. No longer is it an all out and out blast anything that moves, but what could be termed a "strategic carnage" game. You must control your outpouring of violence, deciding which is the most dangerous enemy and what to eliminate next, or else you may miss the object of your hatred or shoot Quick-kick himself.

All this addictiveness, playability and all these graphics are complimented with a splattering of attractive special effects (just look at that title screen), that tone up the game and provide an added incentive to complete each level.

After a bad patch, Virgin seems to have regained its former glory, *Dan Dare I* was brill, *Dan Dare 2* was exceptional and *Action Force 2*, well it's transcended!

YS CLAPOMETER

***Strategic carnage with snazzy programming and natty graphics. On a par with* Cybernoid *and* Rastan.**

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

GEE BEE AIR RALLY

Activision/£9.99

David This is perhaps the only time you'll ever meet a cross between *Biggles* and *Pole Position*! A racing game in the skies. A nice concept, but what a shame about the game. If you really need the thrill of the chase, even that old chestnut *Chequered Flag* has to have the edge, for *Air Rally* is little different, but for a few additional "diversions".

Naturally there's the traditional winding course to follow and, in this case, other 'planes to crash into. But really the race is against the clock — the other racers are simply collision fodder.

There are reportedly 16 "unique and challenging courses" (both untrue), and you are given every chance to get through them, with several attempts allowed.

After every third race there's a "bonus" course — probably the only real interest value of the game. Alternately, there are balloons to pop or an aerial slalom to negotiate, both made difficult by other craft just waiting for you to hit them. Strangely, the clock may start ticking immediately, but the course proper won't begin until you've gained some height — quite a comic affair in the way your 'plane hiccups into the air.

Coloured bands roll down the screen to create the impression of movement, but this is hard on the eyes for any length of time. It's especially difficult to handle when the course markers are the same colour as the background

The instrumentation in your craft is what you'd probably expect (if you're into these things); what with altimeter, (appears to have a hand missing — you can't hit the ground anyway so it isn't essential), airspeed indicator, (your speed is either zero or fast-ish) and a compass (which is stuck).

I am no lover of multiload games, but its execution in *Air Rally* is so naff it's pathetic. Each additional loading (if you can stop yawning long enough to do it), is so brief I can only assume this is purely for horizon detail. But check this: load the game, flip the tape and load the first part of side B as requested. Leave to simmer for a few moments — and you have to do it all again.

Sorry Activision, but this is not of the quality I've come to expect from you. "Great flying," it says in the instructions. Are they being sarcy??? Forget about great, this one grates!



This is perhaps the most challenging moment, but it causes no great mental angst since you can pass the planes in all directions. Even if you do collide, it's not instantly fatal (and the clocks displayed when you do crash break up the tedium anyway).

YS CLAPOMETER

A nice idea which just doesn't get off the ground. Steer well clear, this one's for the birds.

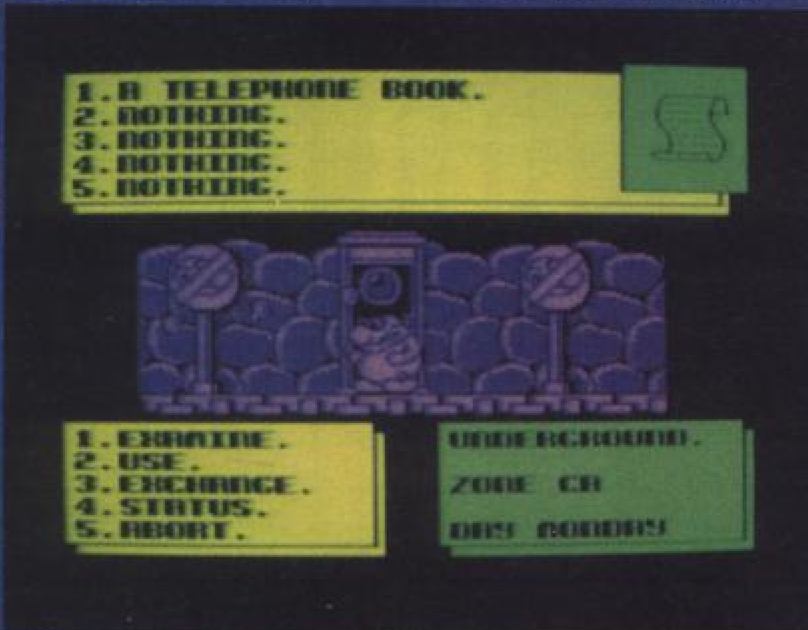
GRAPHICS	■■■■■□□□□□
PLAYABILITY	■■■■□□□□□□
VALUE FOR MONEY	■■□□□□□□□□
ADDICTIVENESS	■■□□□□□□□□
TOTAL	**4**

THING

Players/£1.99

Tony Add a seriously cute fluffy to a computer game and you'll be laughing all the way to the Building Society, or at least that's what seems to be true of the charts these days. Thing is a seriously cute fluffy, and *Thing*, the game, is also seriously playable. Partly due to the fluffy, but mostly due to the brilliance of Players programmer, Colin Swinbourne.

To be honest this is nothing that hasn't been seen before — the Magic Knight games come to mind — but the effortless and extremely pleasing way it fits together makes *Thing* a pretty nifty slice of software.



Thing's mission in life is to deliver a metallic ball with squishy innards to the Dingalinger Overlord in an attempt to avoid all-out nuclear war. Heavy huh? But before Thing can pass on this spherical postcard, the Overlord has demanded the completion of ten rather tricky tasks. The situation is further hindered by the roamings of a bunch of yobo Dingalingers who don't seem to appreciate the fluffy cuteness of Thing. Never fear, your ball converts into a high power servocannon when needed. Very useful when your Thing's in a tight spot (fnar, fnar).

Completion of the ten tasks is achieved by collecting objects (now where have I heard that before), and matching them with other objects where there is a common link. 26 levels must be searched, although there is assistance in the form of teleport phone booths. Very handy, but this must be the point where *Thing* loses its grip on realism. When have you found a phone booth that works?

The top and bottom sections of the screen are occupied by inventory and selection cards, leaving only a tiny strip for actual game play. Is this enough? — but of course, the programming excellence of Colin Swinbourne never fails to amaze me. Using only monochromes, stunning scenery and Colin's scrolling sprite movement signature, *Thing* goes to the top of the class.

YS CLAPOMETER

Superb quality budget gear. Thoroughly playable 'collect and connect game from the author of* Joe Blade. *A must buy.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■□□

TOTAL 8


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1988 – THE YEAR OF THE ROBOT



SPECTRUM+3 – THE BEST ADD-ON FOR MULTIFACE 3

NOW YOU HAVE

"A GOOD REASON TO BUY SPECTRUM+3:" (Crash)

multiface three

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

In the beginning there was the Spectrum. Lots of people bought one. Lots of other people wrote games for the Spectrum, and lots of people bought those as well.

But there was a snag – everything used cassette tapes, which were fine for *Depeche Mode* but not for so hot for computer software. Slow, unreliable and frustrating were some of the kinder terms used for the medium.

Now there's the 128K+3, a games machine that has all its software on tape and built in disc drive . . . Guess what Romantic Robot has produced?

Multiface 3, that's what. Plug it into your 128K+3, and load a game from tape. Press the red button and you can port it on to disc at any stage, yours to load in a trice at a whim's notice. Multiface works by waiting for the program to load and run. Then it takes a copy, and as the program was running at the time, it will run when the copy is loaded back later.

The tape to disc function of the Multiface 3 would be enough to recommend it to anyone. But there's more. When the red button is pressed, a whole range of functions appears. You can look through the 128K+3's memory, altering it at will. High scores have never been so easy to obtain. Memory can be displayed as hexadecimal, decimal or text. All of the 128K+3's 128K of Ram can be fiddled with, not just the 48K's worth that Basic has access to.

You can also print out areas of memory and screens in a variety of different forms. The Multiface 3 can do the same types of graphics dumps as its brother Multiprint, straight text, Spectrum-style *Copy* and a couple of shaded screen dumps. It can't do much more than 128K+3 Basic does, but it does it in the middle of programs.

The main purpose of the Multiface is to get things on to disc. As well as the simple *Save* and *Load*, it's got a few other tricks up its interface. You can, for example, use the disc from 48K mode. Lots of people get excited by this.

Other things that the Multiface can do is allow you to erase a file to make room on a disc, in case you need to save something in mid-game and can't get to Basic to do the deed. You can't *Format* a disc from the Multiface, alas.

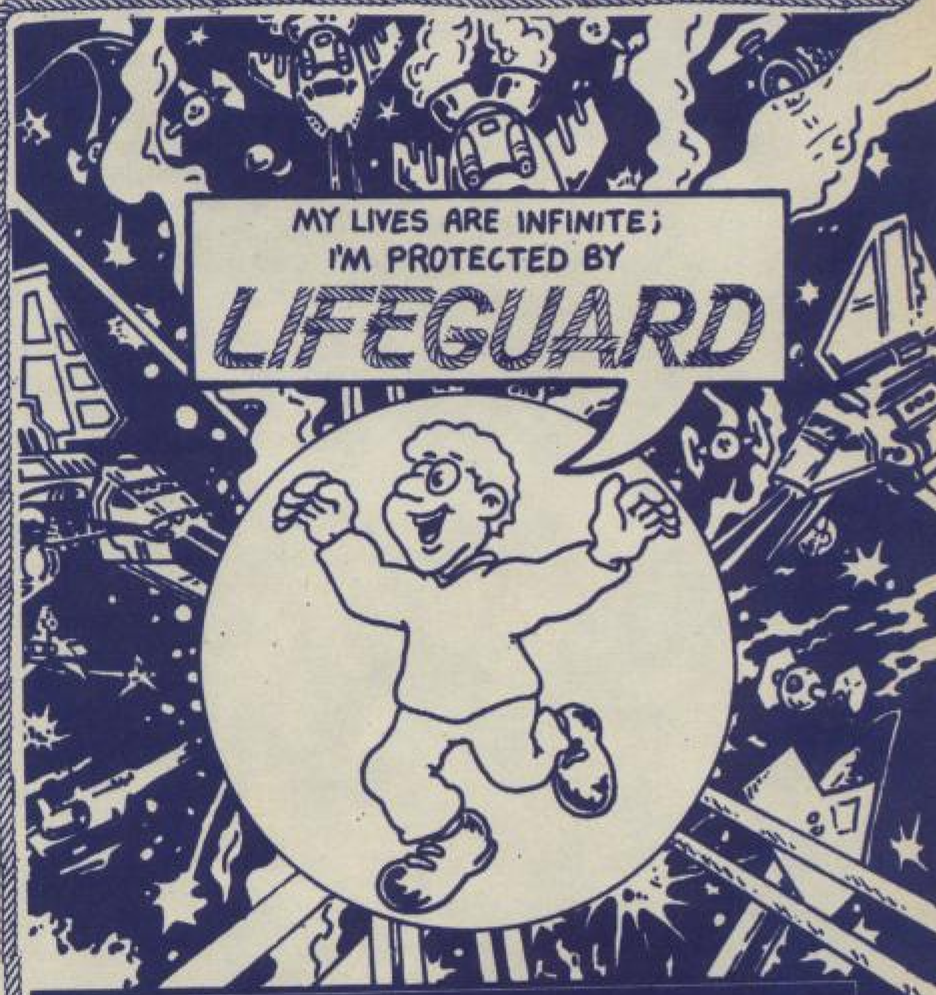
Multiface also compresses stuff automatically, and doesn't *Save* empty areas of memory. These two features mean that you can get (for example) more than three games on the 170-odd K allowed you per disc side. But you can turn those features off, if need be.

Everything is accessed by the traditional one- or two-line menu and single keypresses. Multiface 3 is very careful about invalid inputs, and didn't crash or otherwise misbehave at all. And I did try to confuse it.

More than that, what can I say? I enjoy a good rant, most reviewers do, but the Multiface 3 seems set on continuing the Romantic Robot tradition of doing the job reliably. I can't even complain a little.

Any 128K+3 owner will find it a wonderful device, indispensible even – I'm not giving mine back without a fight. I expect to see the usual extra programs appear for the best in due course (Genie et al), whereupon not owning a Multiface 3 will brand one a complete loser■

EXCERPTS FROM REVIEW IN



LIFEGUARD is an infinite life finder. Install it into the MULTIFACE 1 or 128, load a game, press the MULTIFACE's button and LIFEGUARD is ready to look for infinite lives, ammunition, etc. Once it finds it, your playing and score will never be the same – you'll win again and again –

and for £6.95 ONLY!

All prices valid strictly by mail-order 1.5.1988 30.6.1988 GENIE works with MULTIPRINT, MULTIFACE 1 and 128 only. Programs saved by MULTIFACE 3 and tapes saved at hyper speed by MULTIFACE 128 do not run independently.

THE YEAR OF THE ROBOT · BE PART OF IT

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Mickey Mo

Hey Pluto! Gremlin's picked up the licence to all things Disney-shaped, and the first game on the way is small, squeaky and distinctly rodent-shaped. *Marcus Berkmann* thinks it'll be anything but goofy...



Never was much of a mouse man myself, of course. Rats on the other hand —now there were talking. Those little sniffy faces staring evilly into your eyes, those tiny pink paws scrabbling playfully over your flesh, those long serpentine tails wrapping themselves around your epiglottis and pulling tight and... well enough of that. Sadly Mickey Rat is a cartoon character yet to be created, while Mickey Mouse, as we all know, is virtually collecting his pension.

And now, over 50 years after that famous Glaswegian punchline Walt Disney first introduced the tiny monochrome rodent in *Steamboat Willie* (fnar), Gremlin brings him to you in computer form. This is the second of its Disney licences, the first being *Basil The Great Mouse Detective*, which went by almost unnoticed at the end of last year. *Mickey Mouse*, though, is rather stronger fare. Moving away from Gremlin's arcade adventure slant, programmer Gary Priest (who also wrote *Basil*), has gone instead for straight beat 'em up action, spiced up with some neat little sub-games.

The game is set in Disney castle where four evil witches, who work for the Ogre King, have nicked Merlin's magic wand (fnar). It's clearly a useful wand, this, as with it the witches have managed to cast a spell of evil over the entire kingdom. For safety's sake they've broken the wand into four bits and hidden them in the castle's four towers. Can some brave soul rescue them, and so make the kingdom safe for fluffy lambkins everywhere? If so, what's in it for him? It sounds like a job for Superman, but as he's on holiday in Ibiza, this one's down to old Mickey.

All he's armed with is the last flaggon of enchanted water, a water pistol and a hammer. Some of the monsters can be felled with a couple of sturdy blows with the ol' mallet, while others need to be squirted. Although the water soon runs out, your vanquished foes have this splendid habit of dropping icons whenever they die, and quite a few of these will be refills of the enchanted eau, (the witches snarfled the rest, y'see). Other icons include a shield (gives you protection), a flash of lightning (speeds you up) and my fave, the glue bottle, which for a while sticks all your enemies to the floor. They all look right Pritts when that happens, I can tell you.

The idea on each floor is to waste enough ghoulies and nasties to pick up a key, and this key will let you into the room at the back of that level. In each of these rooms is a one-screen sub-game. (At the moment Gary's planning three different sub-games, but there may be more in the finished version.) All are based on ancient old arcade games, but each one's been Mickeyed up. If you get through one of these, you'll find yourself back in the tower but with the door bolted up, and no ghoulies coming through to attack you. Fab.

When all those doors are sorted out, you get to the top of the tower and have to start battling with the witches themselves, but as Gaz hasn't er written that bit yet, I think we'll leave it for now...

The game won't be out until June or July, but the demo I played was already well advanced — certainly enough to get an idea of how the main section will play, at least. Both in the way it uses perspective and the way you have to time your hits, *Mickey Mouse* is not unlike *Renegade* —and that's not a bad model to use for any arcade game of this sort. And with Gremlin's usual graphic excellence thrown in for good measure, I have a sneaking suspicion it will be a big success.

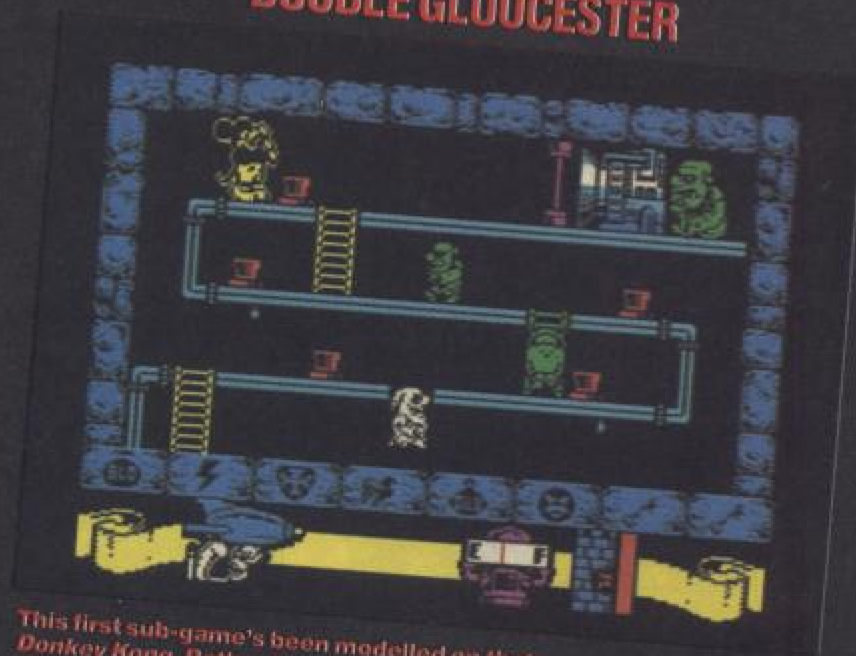
FAX BOX	
Game	*Mickey Mouse*
Publisher	Gremlin Graphics
Price	£7.99 cassette, £14.99 disk
Availability	June/July
Favourite cheese	Emmental



This is the main gameplay screen as it'll look in the finished version. Mickey's currently wielding his hammer (bottom left), and he's already reduced a couple of ogres to half size (they tend to split in two, à la *Asteroids*). That blob on the right needs squirting, and the gauge at the bottom shows that your pistol is full. The two icons you've got at the moment are the shield and the glue — keys will be illustrated (if you get any), on the far right.

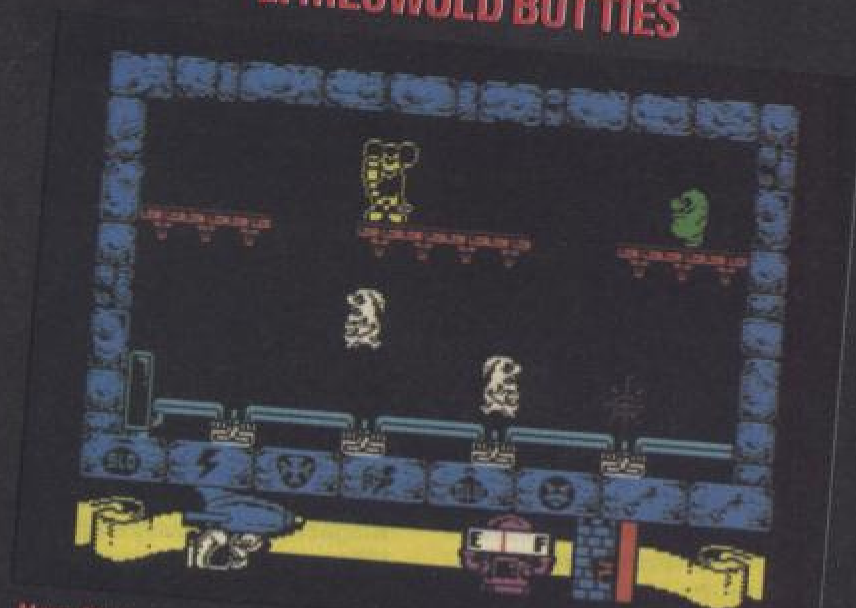


DOUBLE GLOUCESTER



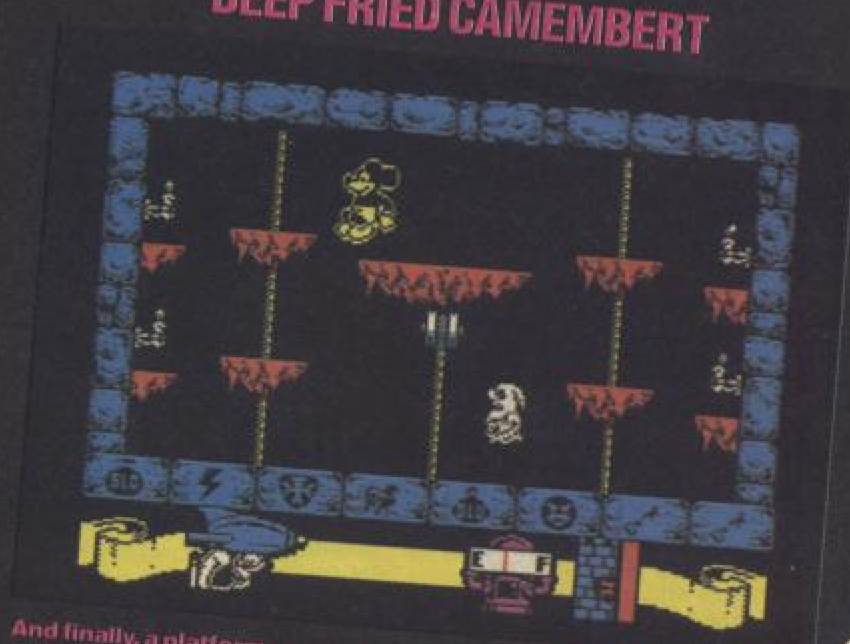
This first sub-game's been modelled on that great arcade monster *Donkey Kong*. Rather than avoiding barrels though, Mickey must hammer in those corks and also hammer the nasties who'll be trying to pull 'em out again! Well, who said it would ever be easy?

LYMESWOLD BUTTIES



Here Mickey finds himself in a *Space Invaders*-type scenario. Something of a comedown, you'd have thought but when was the last time *you* played *Ghoul Invaders*? Weird!!

DEEP FRIED CAMEMBERT



And finally, a platformy game for Mickey to handle. Here he has to put out each candle in a pre-set order, before being nabbed by floating ghouls. That's the water pistol symbol at the bottom left, by the way. And unfortunately it's no use here!



Yes, it's comics time here at *YS*, as resident Comix Ed, *Phil Snout*, gets his teeth into what's new in comicdom.

Y'know, comics are a great leveller. It's not just kids, anymore, and there's a very good reason for this. Comics are a-changin'. The stories are more adult, the characters more motivated and the artwork more sophisticated. So what's been going on?

It seems that the comic companies in the States and over here, finally worked out that the more adult themes and detailed artwork were selling more, and that their audiences were now mature, if not just in age, but in outlook. Video and movies, having trained us to be more critical of characterisation and story, meant comics which could hold our attention in the '80s had to be very well made indeed. So the pulp pages have been replaced by expensive art paper, and the appearance of disclaimers on the covers like 'Suggested For Mature Readers' is more common. Another trend is having the collected adventures of particular characters collected in thick paperback omnibus editions, occasionally called 'trade paperbacks'. The appearance of magazines like *Heavy Metal* (a US version of the French fantasyzine *Metal Hurlant*), have shown that people were ready for a more sophisticated diet of art and stories with a less coherent style of writing.

So, in order to get a grasp of what's going on now, let's look at what's new in comics, and review some of May, June and July's best releases.

Shopping Guide

Of course there are literally thousands of new releases which we haven't covered in this article, and even if we devoted the whole mag to comics, we'd only just scratch the surface. But what we have done is give you a generous taste of the finest reads available right now. If you want to get to grips with any of these fine comics, or want to know more about comics in general, why not pop down to your local comics store, or write to or phone our local shops listed below. And in the mean time, why not write to us, and tell us about your favourite comics? Go on! Let's hear it for the heroes! (Yayy!)

Virgin Comics
14-16 Oxford Street,
London, W1N 7AP.
Tel: 01-631-1234

Forbidden Planet
23 Denmark Street,
London, WC2 8NA.
Tel: 01-836-4179

GOSH London Comic Shop
39 Great Russell Street,
London, WC1.
Tel: 01-636-1011

Comic Showcase
76 Neal Street,
London, WC2.
Tel: 01-240-3664

Odyssey 7
Unit 7, University Precinct Centre,
Oxford Road,
Manchester.
Tel: 061-273-6666

DC Comics

● DC Comics is an old established firm, who has only recently released its aggressive establishment posture to deal with more seedy stories, and allowed its world famous characters to appear more human. Evidence for this loosening of its traditional clean cut image can be found in both its flagship titles; Action Comics, starring *Superman*, and Detective Comics, starring *Batman*.



Batman (no. 421)

● What with the popularity of the 60s TV show, it's easy to think that Batman is the same character that he was in the sixties. To be honest, I think most comics hard nuts would disagree that he was ever really like that, but it's more true to say that the modern Batman is very different from the TV series. Sidekick Robin has long since gone west, and the taller, slimmer Batman is more the serious detective, and this is no more evident than in issue no. 421 of *Batman* in the story entitled *Elmore's Lady*.

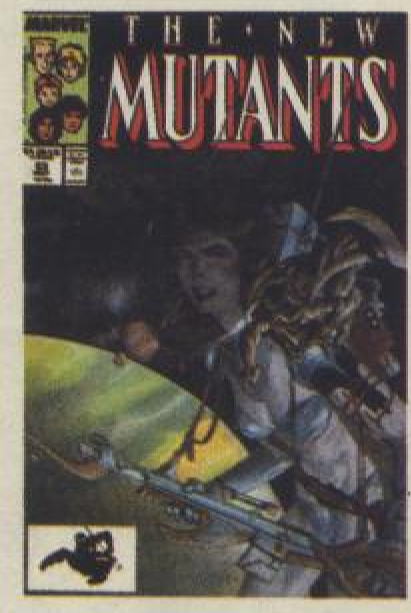
The story so far goes that Batman fell for this girl, a young fruit called Kate Babcock. She was real cute and helped little blind kids, and all that. At the time, Batman was working on the case of the Dumpster Slasher, a madman who slices young women up into bits and throws them into big garbage bins or dumpsters. Yep, you guessed it, Batman's bird ends up in the bin next to the chip cones and walnut whip wrappers, and he's flipped out. He wants the killer so badly he can taste it, and for the last couple of issues of the mag he's been duffing up suspects and not really getting any detective work done.

The current ish carries this story to what feels like its penultimate twist, where Bats finally gets some hard evidence from an eye witness. The witness is an old wacko wino who's whipped the most recent slashee out of the bin, thinking that she's his wife. Blurgh, sicko.

I really like this story. It's tightly written, and has all the pace of an American cop show. Old Bats has always been the most well written character in comics, but this is one of his most credible stories in a long time.

The New Mutants (no. 63)

● The *X-Men* spin off regularly in another of Marvel's current front runners, *The New Mutants*, issue 63. This carries a story called *Redemption*, a flashback story which stars Illyana Rasputin, plus an appearance by the original *X-Men* line up.



This zine has the best cover I've seen on a comic for a long time, with an obvious nod to the *Heavy Metal* school. And it seems for this cover, that sex is rearing its ugly head, again. The scantily clad fruit on the cover of *New Mutants* can't be interpreted any other way, than as a ploy to get more of us lusty little thrustbuckets to fork out the dosh for the mag in the first place! I know I did.

I like the *New Mutants*, because it not only adds stories to the ones found in *Uncanny X-Men*, but also meshes with them as part of the same fictional universe. This is opening the way for a cross-referencing series in the summer, I'd guess. You know the sort of thing, where a character leaves the room in one comic and turns up in another room in another title the same month. Wacko.

Epic Comics

● Young pretenders to the comicdom throne are Marvel owned Epic Comics, whose plucky and innovative titles map out the difficult territory beyond Marvel's mainstream stuff.

Marshal Law (no.3)

● Some familiar names from British comics are beginning to emerge on Epic, with issue 3 of *Marshal Law*, *'Super Hero Messiah'*, by the famous team of Pat Mills and Kevin O'Neill (what are those guys ON?), better known over here for their work on *Nemesis The Warlock*, *Metalzoic* and *Judge Dredd* strips for *2000AD*.

Marshal Law is a very brutal book indeed, with some foul language, blood and guts galore, and loads of different kinds of violence, not to mention a really nasty undertaste of decay and death. In fact, this is a first class bit of Mills/O'Neill mayhem, bearing all their hallmarks. (Choose any two of the above.)

The story line defies simple

Swamp Thing (no. 72)

● Another incredible DC release which shows the new style graphic novel approach, is issue 72 of *Swamp Thing* called *Gargles In The Rat Race Choir.*



This is an odd story, starring Swamp Thing himself, plus a recent addition to the DC stable John Constantine. (John stars every month in the excellent *Hellblazer* comic by the way, also by DC.) Swampie started out as Alec Holland, a scientist who'd been transformed into a collection of roots and moss by one of his own experiments, and spent every issue looking for his family to explain what happened. Now he's become a sort of mythical figure, an Earth Elemental.

Frankly I prefer this new tack, as the original story lines were pretty standard fare, and they've obviously decided to switch it a bit, like Marvel did with the Hulk. And speaking of Marvel.....

Marvel Comics Group

● Now, although a much younger group than DC, Stan Lee's Marvel Comics Group have always tried to be different, subtly lampooning the older group with its treatment of superheroes, making them more human. Spider-Man was Stan Lee's first character, followed by Hulk and the Fantastic Four. Historical Note: They made their first appearance in this country as guest strips in a comic called *POW!*, along with a brilliant character called Grimly Feendish. You won't find *that* in any books on comic history.

The Amazing Spider-Man (no. 300)

● There was a time when Spidey was still Marvel Comics top selling title, and he still does all right, with issue 300 of *The Amazing Spider-Man* with its 25th Anniversary story *'Venom'* being a good seller.

Spidey's got a black costume these days, and he's married too, one of the very few superheroes to tie a knot that wasn't in someone else's throat. Spidey's missus goes under the name of Mary Jane Watson-Parker, as of course Spider-Man's real identity is Peter Parker, ace photographer for the Daily Bugle.

In this episode, the living costume that Spidey got on another planet, hence the new black cossie, has returned to destroy him, using a massive muscleman to fill itself out. This is a weird story, with almost



Japanese stylised artwork by a guy I've never heard of before called Todd McFarlene. Nice though. Standard superhero stuff, but brill 'cos Spidey always is.

The Uncanny X-Men (no. 231)

● With Marvel, though, it appears that Muties (Mutants to you) are what the people want. *The Uncanny*



X-Men issue 231, *Dressed For Dinner* is an ideal example of this.

The X-Men have been playing dead to stop people gunning for them, but they're spending more than a little time fighting magical villains from alternate dimensions. In this story Peter Rasputin, aka Colossus, comes to the aid of his baby sister Illyana, who's being assaulted by some ghastly magical biomechanical being from another dimension, who's building a magic mountain. *(Why do villans in* X-Men *comix always build magic mountains? Ed)* *X-Men* is my own personal favourite monthly tipple, and I love it to death. There's something about Wolverine that brings out the hero in me. (Vrrraaakkk!)

description, but most of the action takes place in Herolands, a sort of theme park for superheroes. A hero called Sleepman goes wacko and starts killing people with his giant claws, and various heroes that get in the way get splattered all over the page. It sounds like a fairly straight-forward tale, but it's an interesting read nontheless. Go get it.



Video Jack (no.4)

● Epic has also been doing a very sharp little number called *Video Jack*, of which issue 4 *Family Ties* is the most recent.

Video Jack spends all his time lost in videos (obviously enough), along with a weird dog called Kojak and his buddy Damon. This month they drop into a version of *Aliens*,



amongst other things. Nice idea, this, but I feel like there's not enough meat to grab a reader who hasn't been following from ish 1!

Blood (no. 4)

● And finally from Epic, the most disturbing comic I've ever read, *Blood* by DeMatteis and Williams. This isn't an on-going monthly title, but rather a four part mini-series.

The artwork in this issue, part 4, is literally the finest to be found anywhere. Even *Heavy Metal* at its most arty was never as beautifully painted or imaginative as this series, no messing. Blood is the name of a vampire in search of his humanity, and a man in search of his soul. A lot of work has gone into this series, and although I'd recommend it wholeheartedly to our older readers, it's a bit too adult for young minds, who might be either frightened to death by some of its imagery, or just find it meaningless which is worse. Get it if you can.



Best Of The Rest

There are a massive amount of rather good independent comics companies coming up through the ranks. Eclipse International is making a good show of it, with some very fine black and white Japanese reprints, like *Xenon – Heavy Metal Warrior* and *Mai – The Psychic Girl.* These titles tend to be bi-weekly, and so get through a lot more issues, but as they're re-prints this means they can keep lots on the go at once.

Mai is a brilliantly done piece, with lots of psychic violence (exploding peoples heads with a glance, sort of thing), and possibly the most incomprehensible storyline I've ever seen. Nothing happens in *Xenon*, so I can't tell



whether it's any good or not. Still, I just love those big eyes the Japanese draw on their cartoon heroes, to make them look more western. It looks like the old *Marine Boy* cartoons, or maybe *Thunderbirds 2086* or *Battle Of The Planets.*

First Publishing has produced the finest Jap import though, with the help of Frank Miller (the author of the *Dark Knight* Batman stories), and that is *Lone Wolf And Cub*. This is the best martial arts story I've ever seen, with a very different approach to the blatant commercial style of the Eclipse titles. All the swordplay you could wish for, but unlike so many other comics, it's such a good *read!* Not to say that the artwork doesn't walk on water too, 'cos it does. ■




ARKANOID
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SCREEN SHOTS

PART TWO

RASTAN

YOUR SINCLAIR MEGAGAME

Imagine/£7.95

Jonathan Rastan must be one of the oddest looking blokes I've ever seen. He wanders round wearing nothing more than a pair of furry Y-fronts with kinky metal trim, and his hair obviously hasn't been near a bottle of Head And Shoulders for months. What's more, this guy is meant to be the King of Maranna! Just think of the outcry if our Liz turned up to open a new railway station looking like this! P'raps it's just as well that he's a bit macho actually, as his kingdom has been over-run by all sorts of horrible monsters, sent by the evil Karg, and Rastan is the only chap brave enough to volunteer to get rid of 'em.

Rastan (the game) is actually Imagine's spanking (Yurk! Yurk!) new arcade conversion, and all that I've just told you is in fact the plot to it. The coin-op is one of the best around at the moment, a great consumer of ten pees, and this conversion has managed to capture most of the intestine-spreading, brain-shredding atmosphere of the original, which is no mean feat.

Armed with a steely stare and one of the biggest choppers (Kwoo-ooar, eh?) this side of the USS Nimitz, Rastan sets out on his journey through six scrolling levels, slicing his foe into pieces thin enough to stick a stamp on and post back to their evil master.

For the first few minutes he wanders around out in the open, manipulating his weapon and flashing his biceps. Nothing too challenging here, just a few thousand demons to slash up, ropes to climb up and down and lava pits to leap over, and he usually comes out of it with a few lives to spare.

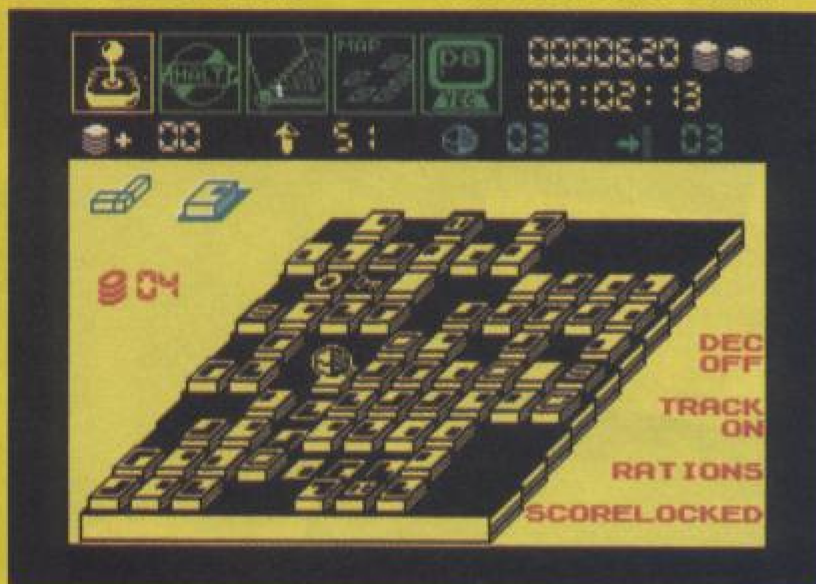
Things hot up a bit once he's made it to the castle, where he'll have to confront some much nastier nasties, not to mention bats which flit around causing untold damage to our hero's anatomy.

Rastan is more than just a horizontal scroller. In fact it scrolls all over the place as you climb up and down ropes, prance over pits of fire and explore underground caverns. All this is drawn out very nicely, graphics being one of the game's strong points. Or should that be even stronger points? Everything about this game seems to have had a good dose of spit and polish, not to mention body tissue.

But aren't we forgetting something here? That's right! Who would dare to write a game these days where there are no add-ons to collect? And there's no shortage of these in this game. Most of the things you can pick up either reduce damage to Rastan or increase your score, but if you're lucky you might find the odd mace to swing around, or some fire-balls to throw at the enemy.

But enough of all this praise! There must be a few probs somewhere, eh peeps? Well, multiloading's never any fun, but it's obviously compulsory for this one, what with all its billions of different screens (all accompanied by some great music on the 128, I might add). A re-define keys option would have been nice, as the ones that you're stuck with are pretty scummy if you're a member of the anti-joystick faction. Other than that, no grumbles.

It's nice to see that with coin-op conversions breeding faster than gerbils (and I should know — I've had experience of both!), there are still a few which stand out of the crowd. *Rastan* is definitely one of these, and although it doesn't quite manage to disprove the old theory that you can't cram eight million megabytes of memory and 14 custom graphics chips into something the size (and shape) of a beermat, you'd be a total twazzock to miss it.



The first leg of the game: just keep waving your sword around and you should be okay. You'll have to crouch down to hack up those piggy things as they scuttle around under your feet. The red squishy thing at the bottom is your own heart incidentally, not one you've chopped out of someone else!



Urgh! Bats! You can't run away from them, 'cos they follow you up and down the screen, so prod at them a bit until they go away. Note the way the background scrolls behind the bits in front, and it's a different colour, too!

YS CLAPOMETER

Swipe! Sclrupsch! A bit gory, but nonetheless a great game. Just watch out for flying limbs!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



***YS* Seal Of Approval**

All games reviewed in Screenshots are finished products.

10 GREAT GAMES 2

Gremlin/£9.99

Marcus Compilations schmompilations, I hear you cry. (Or possibly not.) Yes, I know we don't usually do much on this sort of thing in *YS* — mainly for space reasons, and because we think you're probably keener to find out about newer games, than loads of oldies bunged out for the umpteenth time. (Tell us if you're not!) But this one, when it popped through the office letter box, really caught my eye. Basically, Brian, *10 Great Games II* is Gremlin's Greatest Hits from 1987, and that includes some mighty fine games.

Right, so let's hit it. (OOOF!) Oh, sorry. Now, what do you get? Ten, yes ten games, including four *YS* megagames and one never before released...



THING BOUNCES BACK

Auf Wiedersehen Monty — The third and probably the best of the *Monty* platformers. This time Monty is travelling across Europe, which fortunately is chock full of platforms and ladders. Loads of good jokes, and very challenging.



JACK THE NIPPER

Samurai Trilogy — Bash 'n' slash game with excellent large sprites and neat backgrounds. Little else to distinguish it though, from the other 4000000000 similar games on the market.



AUF WIEDERSEHEN MONTY

Mask I — Not the best toy tie-in, and like all the *Mask* titles it didn't sell too well. Fairly average *Commando* variant that's mildly diverting, but no more.

Basil The Great Mouse Detective — Gremlin's first Disney licence, and a bit of a disappointment. An arcade adventure that never really gets going, let down by dull gameplay and drabbish graphics.

THE FINAL MATRIX



Death Wish III — Not bad, this urban violence game, but nothing remarkable. Unlucky enough to come out at about the same time as *Renegade*, with which it couldn't compare.

Thing Bounces Back — Breathtakingly fast platformer that's both hard and immensely enjoyable. As always, Gremlin excels at this sort of game, unfashionable though it is.

The Final Matrix — Brillo arcade mapping game, which needs fast reactions and about seven eyes. Virtually ignored when it came out, but you'd be a mollusc to pass it by this time.



THE DUCT

So there you have it. Not every one's a winner, but there's enough in *10 Great Games II* to fire up even the most jaded gaming palate. As that world-renowned philosopher Climie Fisher once said, "I *know* you're going to dig this." And as Mud once said, "That's neat, that's neat, that's neat, that's neat, I wanna love your tiger feet." What more can we say?

YOUR SINCLAIR BEST BUY

The Duct — a sort of *Hive* variant which involves you zooming through a network of vector graphic tunnels, avoiding hazards, a bit like Tempest in a beach buggy, if you get my drift. Not bad, but tricky.

Jack The Nipper II — Ah now, this is the business. A really cracking arcade adventure that actually merits the old cliché, 'state of the art'. Worth the £9.99 by itself.

Convoy Raider with arcadey leanings which appals purists, but I rather liked it. Neat perspective graphics and loads of action.

YS CLAPOMETER

Best value compilation for yonks — with four megagames to boot!

The Duct	7
Mask	6
Auf Wiedersehen Monty	9
Samurai Trilogy	7
Convoy Raider	6
Jack The Nipper II	9
Basil The Great Mouse Detective	6
Death Wish III	6
Thing Bounces Back	9
The Final Matrix	9

BUDGET BONANZA

What we got? Loadsacheapies! And we also got *Tony Worrall* to review 'em. Take it away, Wozza!

XARAX

Firebird/£1.99

Duncan Before we begin I want to tell you about a prediction of mine: I predict that by the year 2079, all words will begin with the letter 'x'. It's such a futuristic letter, n'est pas? Much more futuristic than say, a 'j' or a boring old 'b'. Righto chumbles, onto the game.

Xarax (crikey, it's got two), is a view from above, vertical-scrolling shoot and bomb 'em up. Phew. The scores and things are displayed on the left half of the screen while on the right the scenery scrolls down towards you leaving you to bomb the ground emplacements and shoot/avoid the formations of flying enemy craft. You've seen it before (and even if you haven't there really isn't much else to explain).

Graphically it's fairly standard. Use of colour is conservative and everything's reasonably detailed, although a little on the small side. The flying sprites are adequately animated and the scrolling is quite smooth.

Anyone remember the Spectrum version of *Xevious*? (another 'x' by jingo — folk catch on fast). The reason I ask is that *Xarax* is almost exactly the same. A studious 'techno person' might suggest that the source code could have been 'lifted'. However, being a bit of a 'femto-brain' who doesn't know what 'source-code' means, I would probably look a trifle bewildered. Suffice to say that the two games are, eeerm, quite similar indeed. Anyway — to sum up.

If you're a fan of simple mindless shoot'em ups (and I have to confess I'm not), and you haven't got a great deal of dosh in your pocket then you could do worse than to buy this. However, at £1.99 it's not going to be the cheapest 'cheapie' on the shelf, so maybe you won't. Boiiiing! *YS* 'favourite futuristic words' No. 832: Xylophone. (More next year).

Graphics
Playability
Value for Money
Addictiveness
7

DERVISH

Power House/£1.99

Dervish is another in the long line of grotty games from budgeteers Power House. It seems to have discovered some kind of software time machine —digging up the decayed remains of five-year-old game styles, and trying to pass them off as new and exciting concepts. Not going to work chaps!

The maze game comes under attack here. Explore bland and badly drawn pathways in the search for 'magic and mysticism'. The only mystery here is why on earth release such tosh? The sound is feeble and colour clash unbearable. Even at £1.99 this is not very good value. Take my advice and leave it on the shelf. Double yeuk!

Graphics
Playability
Value for Money
Addictiveness
3

DISPOSABLE HEROES

Power House/£1.99

Very apt title. This is the ultimate in disposable software, buy and bin as soon as possible. Chase Mega Garbage beings around a mega garbage landscape, and watch as badly animated sprites do battle with Mr Attribute-Clash!

These are the kind of games that should be buried at birth, or better still shown as health warnings to trainee games programmers! *Disposable Heroes* tries to be a cross between *Underworlde*, *Nodes Of Yesod* and *Xanthius*, but never gets even close to the worst of those.

I really can't see Power House making money out of this kind of tripe, unless someone out there is fool enough to add this to their collection. Take a tip —avoid!

Graphics
Playability
Value for Money
Addictiveness
2

BRAINSTORM

Firebird/£1.99

Brainstorm, in concept and design, is very similar to *Zolyx*, (also from Firebird Silver,) in that moveable lines must be . . .er . . . moved around a multi-coloured checker board in an attempt to drive the bouncing ball onto point scoring squares. A fair old slice of brain power is required to reach anything above the third screen. Something I failed to do (without cheating that is!)

Like *Zolyx* this game is extremely simple to understand, and the graphics seem to be just as basic, but it's still quite fun to play. A test of reactions and quick thinking rather than luck and guesswork, this is perfect budget fare, although I can't help feeling that we deserve something a little more sophisticated, even at this bargain basement price. All the same, Pete Cooke has come up with another little game —and if you go for puzzles, you'll like this.

Graphics
Playability
Value for Money
Addictiveness
6





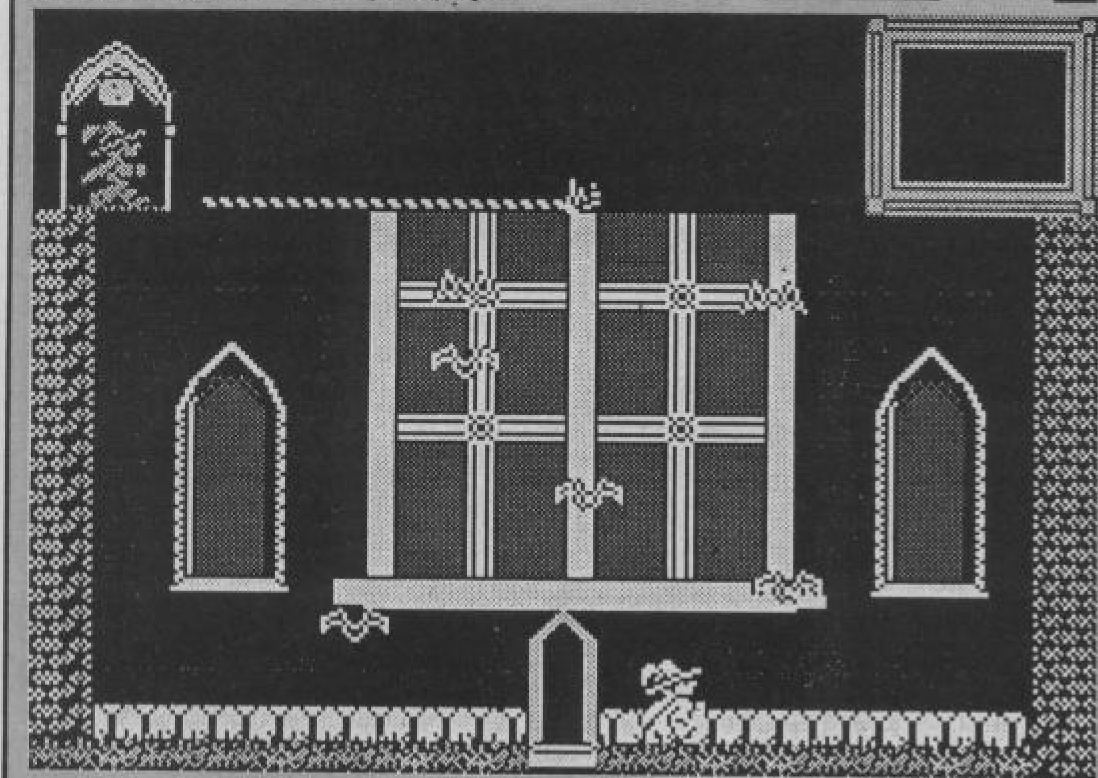
THE PLOT

Firebird/£1.99

I don't take too kindly to the plot of *The Plot*. The object is to help Guy Fawkes blow up the Houses of Parliament, no less. This is accomplished by gathering sticks of dynamite and fireworks, then lighting the blue touch paper —not forgetting to retire immediately! A terrorist computer game? I think so!

Anyway, the program itself is less controversial. This is a fairly straightforward but quite enjoyable platform and ladders game, a la *Monty Mole*. It's programmed by Odin, and as you would expect, graphics and gameplay are highly polished. *The Plot* is pretty simple stuff, but it does hold a tough challenge, and would be a worthwhile buy for hardened platform freaks. The unavoidable death syndrome can lead to a fair deal of frustration to begin with so be prepared to visit the opening screen several times during your first go. One of the better budget games around at the moment.

Graphics
Playability
Value for Money
Addictiveness
6



DEMON'S REVENGE

Firebird/£1.99

As budget games go, *Demon's Revenge* offers above average quality in the graphics and depth department. The disappointment comes when you look at the gameplay. Controlling the central character is about as easy as being elected Pope, so making any serious attempt to complete the game is a non-starter. The dreadfully clichéd blurb explains your quest ahead. Four pieces of a magic talisman have been accidentally scattered around a vast complex of temples. It doesn't take a megabrain to suss you've got to go and find these artifacts and return them to the central temple. Hoards of demons constantly sap valuable energy, but you can retaliate with your trusty spells or leg it —whichever takes your fancy. Of course there's the obligatory collection and delivery of objects, although this seems to aid the plot not one iota.

It's better than similar games (*Conquest* for example), but since completion of the game is impossible I can't recommend it, unless of course you want to pay £1.99 for a blank tape.

Graphics
Playability
Value for Money
Addictiveness
4

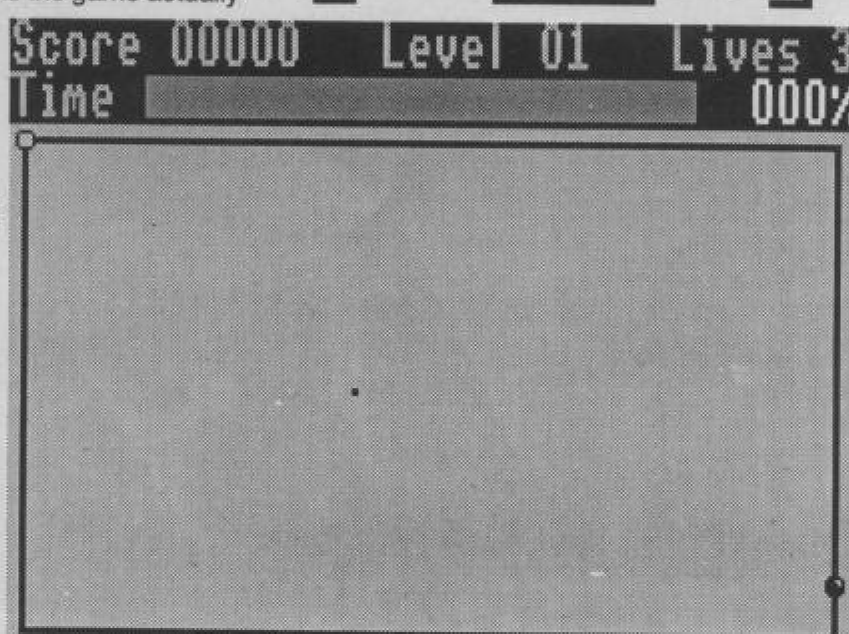
ZOLYX

Firebird /£1.99

What does Pete Cooke do in between coding classics such as *Academy* and *Micronaught One?* Well, for one thing he releases programs like *Zolyx*. As would be expected, *Zolyx* is perfectly presented and programmed. It even comes with a freebie 'cell generator' program contained in the game itself. But what is the game actually like?

Well, it's something of a let down. *Zolyx* is basically a simple *Qix* clone, simple with a Capital 'S'. The object of the game is to fill at least 75 percent of the screen by creating sectioned off areas. You do this by moving your character along the edge of the screen, connecting the side walls of the play area as you go. Simple eh? Avoiding killer balls along the way. It's mildly addictive for a while, but oh, so boring to look at, so I would say playability is sadly limited. Still, not a disgrace for the dosh.

Graphics
Playability
Value for Money
Addictiveness
5



SPORE

Bulldog/£1.99

Bulldog scored something of a minor hit with this game on the Commie 64. It was fast, noisy and mildly addictive. I didn't really go a bundle on it then, nor do I now. Although this conversion is almost perfect, the blandness of the screens and the bizarre nature of the game itself make it very much an acquired taste. Not my cup of coffee at all.

The choc-a-bloc screen contains hundreds of spore creatures that attack your character, sapping energy by the barrel full. Most of the spores are contained within a maze like network of moveable walls. Trouble is the object of your desires also resides within those walls. Wearing your strategy hat, you must figure out the safest way to travel the maze without mega amounts of energy loss. Ho hum! The graphics hardly impress, but things do chug along at a fairly rapid pace so you may not have time to take much notice. Apart from that—forget it. For zappers and maze freaks only.

Graphics
Playability
Value for Money
Addictiveness
3

RAMPARTS

Go!/£8.99

Phil A medieval smash 'em up, eh? I was a bit dubious about this game before I even saw it. Medieval plots have never been wholly successful or convincing, and I had a feeling that *Ramparts* would be no exception.

At first I thought someone had given me a copy of Activision's *Rampage* – even the logo was the same, a massive hand smashing the word *Ramparts*. Okay, so copying game formats isn't a new pastime, but for a label like Go!, whose titles up to now have been expensively programmed original games with more than a spark of genius, this blatant photocopy of a legitimately licensed arcade conversion is a bit of a let down.

You control two knights who have been turned into building sized monsters, who are hunting down the wizard who made them that way. Their quest is conducted in the usual way, smashing every building down which gets in the way, shimmying up each building and pulling bits off it, uncovering either bonus points or explosives, which improve or terminate your game respectively. You know the sort of thing.



To hinder your progress, there are witches on brooms in the sky swooping and firing spells at you, siege catapaults trundling along the floor lobbing boulders at you, and the occupants of the castles throwing everything but the kitchen sink at you. So that's what you're up against. It's quite a hard game, but with no real incentive to continue and no visible goals to head for, so progress is slow and getting to the end of a screen is more of a relief than a triumph.

Rampage itself wasn't a brilliant idea for an arcade conversion, as the coin-op relied on the quality of its graphics for most of the enjoyment in the game. So trying to capitalise on the success of a game which wasn't all that hot in the first place, is a rum idea. Making a good original game would have been a better idea, and a lot more fun to play.

YS CLAPOMETER

Obvious counterfeit of Rampage, with knights instead of movie monsters. Disappointing.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

CRAZY CARS

Titus/£8.95

Sean 'Listen carefully, I will say ziz only once. I 'ave 'ere a petit game from ze French software maison Titus, and I want a review quick, or else,' said T'zer, chucking *Crazy Cars* in my general direction. So, putting on my reviewing head, I set to.

The object of this game is to zoom across America at top speed in the Prestige Car Race, not even stopping to get a Little Chef or collect your Tiger tokens. There are five levels of difficulty and on each there's a track made up of ten sections. Each track also has three locations – Arizona, NASA and Florida. Yes, I know this sounds confusing, but all it means is that the buildings on the horizon change every time you complete three sections of a track.

Although it isn't made clear in the inlay, you can choose your level of difficulty, and your car, before you race. The choice of car is between a Porsche, a Lamborghini (wooh!) and a Ferrari (even bigger WOOH!). And as you progress across America, you must avoid bumping into other cars, or driving off the road, as these will slow you down loads, as well as ruining your chance of a no claims bonus.

This game has some really neat touches – the car sprites are excellent and the way you whiz down dale and up hill, flying into the air if you hit a bump, is excellently done. However, the good points are far out-numbered by the bad. When I first saw a screenshot from this game I expected to be playing an *Out Run* type racing game, but on playing I discovered it has more in common with *Pole Position*, and even lacks some of the features found in that golden oldie.

There is no sense of achievement on completing one track, as you just go on to the next level of difficulty, beginning the same track again. It is also difficult to learn a track, as they just swing from left to right, and go on, and on, and on... There are no trackside landmarks such as signs, trees or advertisements scrolling by either, just the standard poles to give an indication of speed. On the earlier levels of difficulty, it is also a rarity to see any other cars at all. You just go on whizzing left to right, left to right ad infinitum (it felt like it anyway).

There are also many annoying little things which mar this game, the major one of these being the 'Game Over' message. If you do not finish a section in the allotted time limit, then the 'Game Over' message flashes up on the screen – ten seconds before your time runs out! If you then complete the section within the ten seconds, the message disappears, and you carry on racing. This is annoying at best, and downright sloppy at worst. Also the way that cars hit you from behind, having suddenly appeared from nowhere and leaving you no time to avoid them, is very annoying and frustrating.

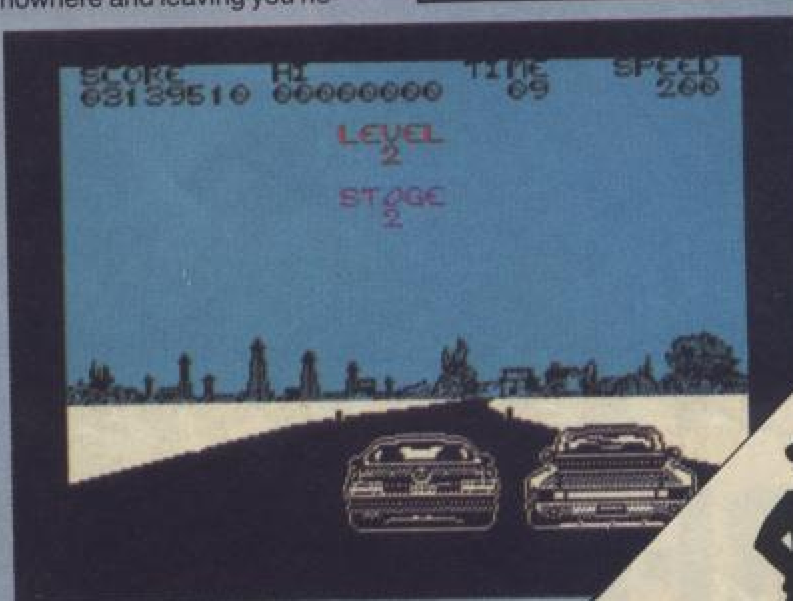
The only thing crazy about this game is the price, as it offers nothing new, and that which it does offer is available elsewhere, better and cheaper. Definitely one to try before you buy.

YS CLAPOMETER

Run of the mill racing game adding nothing new to the genre.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5





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BLOOD VALLEY

Gremlin/£9.99

Macca This game is based in one of those fighting fantasy books called *Duelmaster*, in which you either play the gravel pit, no, sorry, quarry (one player), or the hunter, evil firedrake Archveult (two player). The idea, if you're the quarry, is to complete some tasks then burn it outa' Blood Valley; and if you're Archveult to deploy your hideous henchman and then give hectic chase.

I have only one gripe (yes but I'm going to the clinic tomorrow), — the instructions. They babble on about how great *Duelmaster* is, and how long Archveult's big toe nail was, but they don't actually tell you about playing the game. There's no this-is-this, and that-means-that at all. Perhaps this is purposely to create suspense, but all it left me with was a bad case of Confusionicus Maximus.

The title load (title screens are now redundant), struck me as very polished. A choice of three languages, tasteful gothic letters scrolling on a scroll, and very good "choose your character" (à la *Gauntlet*) graphics, all look very slick. But what about the game?

You run (looks like skipping), both left and right, stabbing anything that moves. Once dead, nasties disintegrate and may leave dots or clumps of pixels behind. These either represent gold or food — the latter restoring your stamina — or are meaningful objects that you can use later on. Nasties range from cowled monks to blow-piped pygmies, but all give you severe hassle. The playing area is tiny and suffers from chunky scrolling syndrome. Nasties and player characters have an annoying habit of being too small (two character squares by one). Another disquieting thing is the instantaneous way the scenery changes. One second you have a backdrop of mountains, and then you're sweating in the middle of a jungle — very strange.

A breather can be obtained in mid-skip if you clear the screen of nasties and press "up". This plonks you in an examine/use objects mode. Don't come looking for enlightenment here, objects aren't explained just displayed.

The tasks you're given — be you Barbarian, priest or female thief are difficult, very difficult. "Defeat the Flame of Acheron" the game ordered me — the flame in question frazzled me as soon as I got near it.

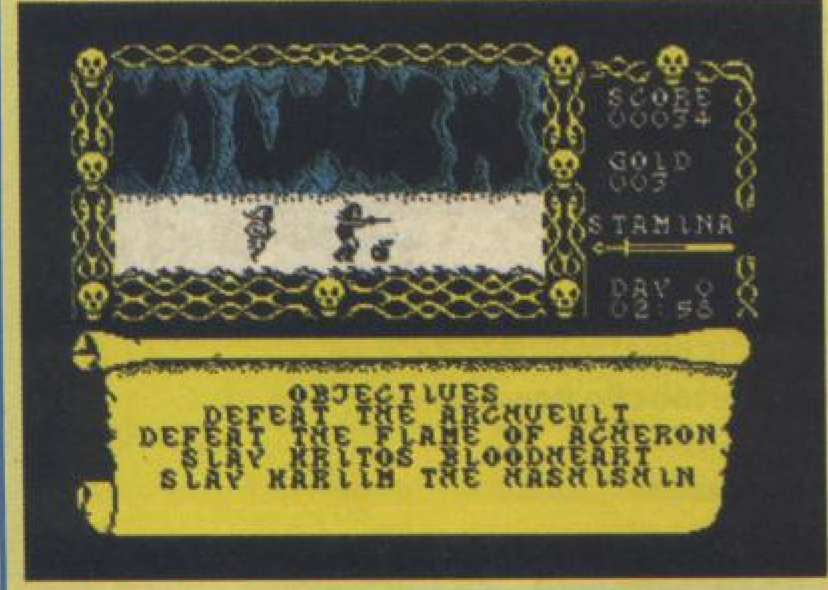
There's a trace of addictiveness there: tasks, spells and the two player option add something, but I couldn't help thinking that this game could have been much, much better.

YS CLAPOMETER

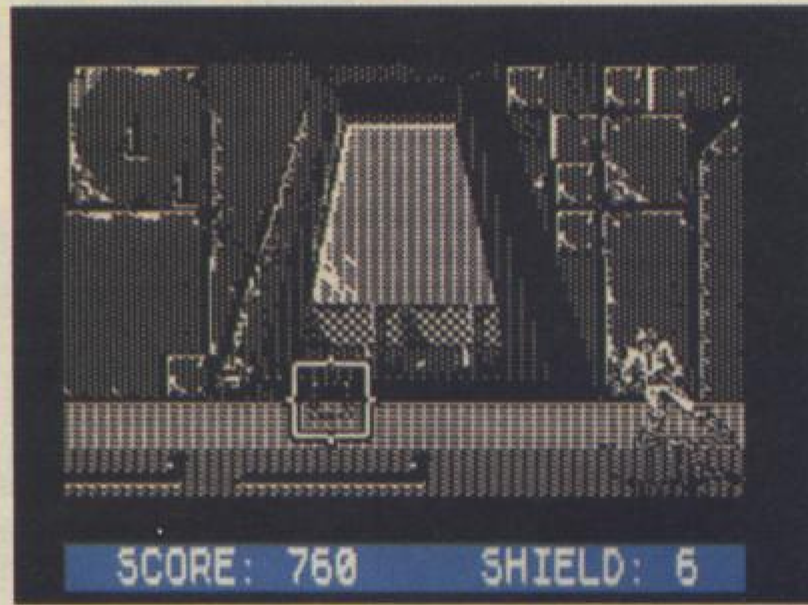
***Blood Valley** is an average game that's certainly not one of Gremlin's best.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5



LEE ENFIELD IS SPACE ACE



Infogames/£7.95

Jonathan Enfield? 'Ere, isn't 'ee one off that Friday Night Live programme? Well no, actually. He's a hero of the "New Age", whatever that may be, and also has the starring role in the latest game from across La Manche *Space Ace*.

What we're not told is how big his muscles are, or whether he wears a headband, so we'll have to assume that Lee's as beefy as these types usually are. Anyway, he'd have to be, 'cos he's set out on a mission to rescue his old friend Bill from the clutches of some 22nd century nutter.

If I said "Prohibition" to you, you'd either look at me very strangely or you'd know exactly what was coming next. Yup, never one to waste a good (?) idea, Infogames has resurrected that old number from its back-catalogue, moved it forward a couple of centuries and replaced the scenery with something a little more appropriate.

The hoodlums have now been exchanged for a range of astronautical types, some curious obese reptilian creatures (no offence, Phil), and some decidedly odd parrot-like things. All of these have to be ripped apart by your 22nd century machine gun, within a certain time limit. Screw up and you'll lose one of your six shields.

Unfortunately, this is all very reminiscent of one of those dreadful listings that used to appear in ZX81 mags. Whether you actually hit anything or not, is largely dependent on whether the scrolling area over which your sights roam, can scroll fast enough to find the target before your time runs out.

On easy levels this is no problem, and on my first go I got through all three stages, shooting the "magnetic meteor globe" between each one, without losing a life. At least, I think there are only three — after that everything stopped and the game certainly seemed to be over.

As usual, it's the old story — nicely drawn graphics can never hide a complete lack of depth in a game, and after a couple of goes *Space Ace* will probably join the dirty underpants and scrunched up back issues of *YS* in the void under your bed.

If I were you I wouldn't touch it with a baguette.

YS CLAPOMETER

Prohibition revisited — it's all too similar and not a fraction as stylish. Not recommended.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5



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POSTMAN'S

***Richard Blaine* is back, assaulting postmen and scrutinising doormats in his search for the perfect Play By Mail game.**

Last month, I introduced you to the world of Play By Mail gaming, by discussing the various types of Play By Mail games that you could expect to come across. This month, I'll be looking in more detail at some of these games, but first, a few little words of warning.

If you haven't played a PBM game before, and you think you'd like to have a go, make sure you have considered the following before committing yourself to anything.

• **Can you afford it?** The amount you will have to pay for games varies widely. Check what the particular one you fancy will cost you. Then work out whether you can afford to pay out the turn cost over a longer period of time. Games can last years, don't forget!

And remember the 'hidden extras'. Many games companies will charge you more money if your orders involve more work for the Games Masters or the computers. In some games, you pay extra for every attack you make, because the GM has to prepare battle reports. Some used to charge you when you were attacked as well, so unscrupulous players would launch 50 attacks on the same victim simultaneously, in the hope that they would run out of money and so have to drop out of the game. That sort of thing shouldn't happen any more, but watch out . . .

• **Will you enjoy it?** It may sound stupid, but don't play a game you're not going to enjoy. If you don't like science fiction, don't start on a science fiction game!

• **Check the company running the game.** Some games companies have been established for a long time, and have a good track record. Others may be only a few months old. It's not always easy, but see if you can get some information on the company before sending off your dosh.

For your first game, you would probably be better off picking a long established game run by a big company. There's nothing more discouraging than playing two or three turns, getting really involved, and then having the organisers go bust on you! On the other hand, the more experimental games, which are often the most interesting, are frequently run by smaller companies, so don't ignore them altogether.

Right now to the rundown on what's being run and by who. Starting next month, we will be bringing you more in-depth reviews of individual games, written by people who have actually been playing in them for a while (at least, that's the theory!)

But for now, let's take a look at the many games that are available.

TRIBES OF CRANE

Tribes Of Crane is run by Mitre Games, and has been going for seven years now, and is still one of the most popular 'tribal' games around. It is an open ended game, with a few hundred players.

Players in the game control the destiny of a small tribe, and try to gain recruits and grow politically, economically and militarily as they wander around Crane. You can catch wild animals for riding, take over cities, circum-navigate the globe, do just about what you like. There's wide scope for initiative and invention, and it seems good fun. Should be good for beginners.

Start up costs: £9.95 including rule book and two free turns. Subsequent turns about £2.50, more for special actions.

GLOBAL SUPREMACY

Global Supremacy, also run by Mitre, is a 'post holocaust' wargame. Players control countries, and starting off at a technological level around the 1940s, you try to conquer the world.

To do so, you need armies, tanks, guns, ships, aircraft, factories... Do you spend money on more weapons, or do you throw millions into research in the hope that you can get a technological edge on your enemies? The game starts with 75 players, but numbers are whittled down pretty quickly. Don't start unless you've read the rules very carefully! Challenging, but looks good.

Start up costs: £5.00, no free turns. Turn costs: £2.40 plus, depending on what special actions you take.

MIDGARD

Midgard is another game run by Mitre, believe it or not! Set in a medieval world, you play the scion of a noble house, which has other far more important scions. It's up to you to carve out your own career.

You start with a certain number of loyal retainers and a limited amount of cash. To survive, you will have to join one of the political groupings which are struggling against each other for power. But you have to be careful, because there are political struggles within each grouping too... Lots of scope for diplomacy and intrigue, as well as for military exploits. Very professional, computer printed maps and reports. Looks good.

Start up: £5.00. Turn costs are £3.00 each, with no hidden charges.

STARMASTER

Starmaster is another game which Mitre runs. There are other games companies operating in the UK, honest, and we'll be getting to them in a moment. But first, *Starmaster*. *SM* is a science fiction game, where each player controls a different alien race. The interesting bit is that you get to design your own race: you have a certain number of points to spend, and choose, from a price list, things like number of arms, legs, or wheels, type of intelligence and consciousness, what you look like, and special powers. After that, it's a matter of economic, political and military chicanery as you try to take over other worlds, use their industrial capacity to strengthen your empire, and generally become El Supremo of everything you can see through your radio telescopes.

Start up: £9.95 including rule book and two free turns. Subsequent turns £2.10, plus extras for special actions.

CRASIMOFF'S WORLD

Crasimoff's World is run by KJC Games, based up in Blackpool, just off the front. It's a PBM role playing game, much like *Dungeons & Dragons*. In *CW*, you start off with about 10 characters, who can be fighters, thieves, magic users or priests.

As you wander around the countryside, you can meet other parties, explore ruins, organise trade caravans, take over villages and so on. Although you start with less than a dozen people, you can recruit lots more — especially if you do something spectacularly successful. The game is human moderated, and the GMs appreciate you taking a bit of effort and having interesting ideas, so there's lots of scope for creativity. Great stuff, and there are supposed to be 1,000 people playing it!



ILLUSTRATION: NICK GRANT

KNOCK

Play By Mail

Start up: £6.00 including rules and three free turns. Turns are £1.75 after that, with battle reports costing extra.

EARTHWOOD

Earthwood is another game run by KJC. Each game is limited to 25 players, who are competing directly against each other. Players are either kings of fantasy races, or powerful characters. You recruit monsters, magic users, men and other races to your cause, and the winner is the person who controls all the cities on the map. As you don't know where the cities are until you find them, intelligence gathering is an important part of the game.

Earthwood is computer moderated, but you write your orders in plain English and the GM's replies are in the same. Games apparently last 18 months, with the first players being knocked out after about six months, so it sounds like you get a chance to work out what you are doing before you get in too deep.

Start up: £5.00 for the rulebook and the first three turns. Subsequent turns are £1.50 each, with no extra charges.



CAPITOL

KJC also offers *Capitol*, a science fiction game with a limited number of players in each game, usually about 35. You design your own starships, try to conquer other planetary systems and races, and generally act like a bully. One of the plus points of the game is that you can have up to four turns in a month — in most games you have one turn every fortnight or month.

Computer moderated, it runs on an IBM PC, and you get computer printed maps showing every turn.

Start up: £6.00 including no free turns. Turns are £1.75 each, although there is an extra charge for long orders — so the bigger your empire is, the more turns will cost.

NEW ORDER

New Order is a science fiction game, run by Jade Games. You choose what sort of society your planet has — whether you are interested in building an empire, in killing all alien forms of life, in exploring and so on — and seek to impose your personal outlook on life on the rest of the galaxy.

Each game has up to 30 players, and ends when one has reached a certain number of victory points. *New Order* is detailed and complicated. One of the main attractions to my mind is the way in which 'limited intelligence' has been built in to the game. You can never be certain that the information you have is completely accurate, and you have to make decisions based on that, just like you would have to in real life.

Start up: £7.00 for the rule book and two free turns. Subsequent turns are £2.50 each.

DARK BLADES

Dark Blades is actually based on a paper and pencil role playing game, and is put out by an honest to goodness board games company, Standard Games. If you're into board games at all, you may have seen some of the stuff Standard Games have done in the past — really attractive, high quality man-to-man combat simulations such as, *Cry Havoc*, *Siege*, and *Samurai Blases*.

Anyway, *Dark Blades* is a fantasy PBM, with over 25,000 mappable locations, lots of different types of terrain, thousands of non-player characters to trade with or slaughter (if you can!), and the whole thing comes in a large cardboard box with a full colour map included. Sounds good, although I'll be able to tell you more when I've had a chance to play it.

Start up: £5 for the rules, map and two free turns. Subsequent turns £1.25.

CRISIS

Crisis is a modern strategy game, limited to 12 players in each start up. You have to try to knock the other 11 out by invading them or nuking them. Alongside the 12 player controlled countries, are another 70 or so neutrals —easy prey for an avaricious empire builder. But watch out! You may not be the only one after them . . .

Crisis sounds like a fairly simple PBM (the company which runs it, MAG, compares it to *Risk*), and the limited number of players means that it should be possible to complete a game relatively quickly. Not one I've played, but it might be a good one for a novice to PBM gaming.

Start up: £2.00 for the rule-book and three turns. Subsequent turns are £1.25 each.

IN DUBIOUS BATTLE

In Dubious Battle is an extremely strange sounding game, which seems to involve taking on other players on two different battlegrounds; in Elysium, where the gods live (and you're a god too), and on an un-named world. It's run by a company called Pandem Games, which is appropriate, as the whole thing sounds to me like a recipe for complete pandemonium!

The objective is to become supreme god, by clobbering the other deities. To clobber more effectively, you will have to make sure your worshippers down in Mundania or whatever the world is called, flourish; after all, where else do gods get their power from? Not for those who still go to Sunday school, I suspect. Interesting but perhaps not for beginners.

PBM Association

If anyone out there (is there anybody out there?), is interested in getting more involved in PBM gaming, then they might like to dig out some more information on the Play By Mail Association, recently formed to serve the interests of PBM gamers.

The PBMA will be publishing a magazine on a regular basis (how regular I don't know yet), which will feature news of the latest start ups, (for the uninitiated, new games being launched, or, in the case of games with limited numbers of players, another version of an existing game, but with a different set of players), plus reviews, intelligent articles from PBM experts, and special offers allowing readers free start ups or reduced price turns in various games.

The PBMA is also going to be collecting the names of all its members on computer, so you can get information on *who* the PBM gamers are in your area, and if any of them are playing in games you're in. I'm not too certain about this idea —half the fun of PBM gaming is that you only communicate by letter! Plus I hope they have special rules for those games where communication between players is only allowed through the referees, otherwise there could be some accusations of cheating going on. They also plan on setting up a rules database, so that people can actually get hold of a copy of the rules for a particular game, and see whether they think they'll like it before committing themselves to any capital expenditure.

For £7.50, you can get a start up pack for the PBMA, which presumably will include subscription to the magazine, access to the database, and the use of the rules bank.

Start up: £6 for the rulebook, an A3 map and two free turns. Subsequent turns are £1.50.

ORDER OF CHAOS

Funnily enough, being a god must be in fashion at the moment, because, in *Order Of Chaos*, run by Odde Fellowes & Co, you are a god again. Or rather, a world shaper, with the power to create things from the raw material of chaos. At the same time, you are also a demon, trying to defeat world shapers (not the one you control!), and an ordinary mortal. Sounds like a lot of juggling between the different personas you play!

Before you decide that this is the game for you, one point: this is a playtest. That means that the game is being run through its paces to see if it works. If it does, then it'll be opened up to commercial players. At the moment, though, the writers are looking for people to playtest it, with the playtests starting in about six months. They'll be charging £5 —to dissuade timewasters, they say, as well as to defray costs —and, if the game is launched commercially, playtesters will be able to continue playing with their existing positions.

ADDRESS LIST

Mitregames,
Unit 6, 9 Brighton Terrace,
London, SW9 9DJ.

KJC Games,
PO Box 11,
Cleveleys, Blackpool,
Lancashire, FY5 2UL.

Jade Games,
PO Box 54,
Southsea,
Hants, PO4 0NA.

Odde Fellowes & Co,
Stoneleigh, Holly Lane,
Upper Elwood,
GL16 7LZ.

MAG,
15 Fairview Crescent,
Harrow, Middlesex, HA2 9UB.

Pandem Games,
PO Box 127,
Belfast, BT9 5ED,
Northern Ireland.

Standard Games PBM,
Arlon House, Station Road,
Kings Langley,
Herts, WD4 8LF.

The PBMA,
59 Kiln Court,
Newall Street,
London,
E14 7JP.



S·L·O·T·S O·F FUN

***Ciarán Brennan* fills those slots for more exciting arcade entertainment.**

It's well and truly Summertime now (well, nearly), and once again a young arcadester's thoughts turn to . . . the same as usual I suppose, spaceships and planes and lasers and ninja warriors and vigilante superheroes and . . .

Which brings me neatly to the point of this little piece — original thought. Over the past few months it's occurred to me that good, original arcade games are becoming scarcer and scarcer. What's happening now, is much the same as what's happening in the music industry, we're becoming saturated by products that're no more than variations on a handful of themes (in this very issue we have the sequel to a game that's over eight years old!).

These games are very popular in their own way I suppose, but how many more times can we, the games players, work ourselves up into another frenzy about flying a plane along a horizontally scrolling landscape, and shooting at other planes for hour after hour, (even if the planes are disguised as frying pans or ninja space rabbits or whatever).

Personally, I would like to see more games that involved a little more thought, rather than just a keen eye and a twitchy finger on the fire button — or maybe this is all just sour grapes because I can't get anywhere on *Twin Tornado*!

Anyway, after that little party political broadcast, let's get on with the show. Oh by the way, my technical consultant (Silverbird's Colin Fuige), warned me that if I didn't mention him this month he'd feed me to his gerbil . . . hi Colin.

KAGEKI



We could hardly go through a whole month without the inclusion of a fighting game, and this month it's Taito's *Kageki* which fits the bill.

Once again taking the part of a noble vigilante, it's your duty to fight your way through a group of thugs, with the ultimate aim of meeting and defeating their leader.

The action takes place on a scrolling background about the size of four screens, with the opposition getting tougher as the game progresses. Either one or two players can take part, with both participants playing off against each other in a preliminary bout in two player mode.

This could have been quite a laugh, but unfortunately it's been let down by a few small points which could so easily have been corrected: the front end is quite impressive, but it flashes by too quickly, and therefore serves no useful purpose; there's not enough variation from level to level, and last but not least, the player has only two basic moves — a left and right punch.

Kageki does have an odd sense of humour — for instance the loser is disposed of by being chucked down a manhole — and the graphics are quite impressive too, in a cartoony sort of way. But ultimately, the gameplay is too restricted. After all, how long can a fighting game keep a player interested, when it limits itself to two movements? By all means give it a try, but don't expect to be addicted.

Convertability factor: 4

Hardly worth fighting for.





FIGHTING GOLF

Mark Twain once described golf as "a good walk spoiled," but SNK has taken the sport a step lower by even removing the walking element. The name is something of a mystery in this case, because although the golfing aspects are fairly straightforward, there's no sign of any fighting (although you may end up kicking yourself if you waste any time on this).

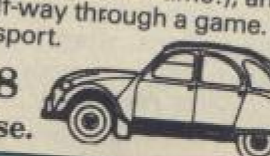
At best this is an uninspired golf simulation, offering nothing new in gameplay and graphics, as these are no more than run of the mill. Worse still, the sound effects are a complete turn off and don't sound at all realistic.

The display operates as a split screen, with one half showing the flag from the player's perspective, and the other taking a bird's eye view of the hole. The screen also incorporates a series of meters and data displays, covering shot power and swerve, wind speed and direction, club chosen and yards remaining. As you can imagine, this makes things a little confusing and adds nothing to the feeling of authenticity.

Finally, a round takes far too long (talk about real-time!), and you may well find yourself leaving half-way through a game. Not recommended — even to fans of the sport.

Convertability factor: 8

No more than par for the course.



NINJA WARRIOR

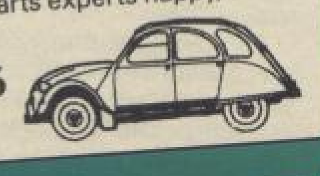
It's 1993, and once again you're a ninja warrior with an earth-saving mission to accomplish. This time you're locked in mortal combat with Banglar (the Overlord of darkness — who else?) and armed with nothing more than a curved sword, a pitiful supply of surikens, a small pile of 10pee pieces, the best electronics that Taito can dish up — and one of your mates, if you can persuade them to play with you.

What makes *Ninja Warrior* immediately different, is that the action takes place across a three screen background. This might look impressive, but it adds little or nothing to the game, and really only means that the action can scroll more slowly.

As far as the gameplay goes, this offers nothing new either, except maybe in the two player department where a couple of friendly ninjas can look after each other's back. And despite the cabinet's impressive appearance, I really didn't go for Taito's latest. It's not going to keep the martial arts experts happy, and it has nothing to offer the rest of us.

Convertability factor: 5

Three into one won't go.





CIARĀN'S CORKY COIN-OP

VULCAN VENTURE



This month's honourable mention goes to Konami's *Vulcan Venture,* — number three in the Nemesis series — which takes the intrepid space cadet even further into those hazard-filled caverns. You may think that it's a little odd that a sequel should rate so highly, but this is superior to both *Nemesis* and *Salamander* — and we all remember how good they were, don't we?

The differences are noticeable from the off, with the initial selection screen offering a choice of four weapons systems — and with six weapons in each, this adds up to quite a bit of variety. It's hard to know which is the right selection, as different weapons come in handy at certain points throughout the game, but with a little trial and error, each player should be able to work out which are his or her favourites quickly enough.

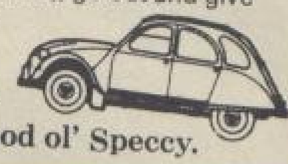
In terms of gameplay, *Vulcan Venture* follows exactly the same format as its two predecessors. A basic ship is manoeuvred along a vertically scrolling spacescape (with a small amount of horizontal scrolling making the play area that little bit bigger), picking up extra weapons and defences, and blasting its way through the belligerent enemy's forces.

The ship's armoury is developed on a credit principle, with a new feature highlighted each time a flashing beacon is collected. Pressing the correct button then adds the highlighted feature to the ship's construction. Easy as falling off a log really — the only real problem is making your mind up about what to collect and what to leave.

The graphics are wonderful, especially the 'sun dragon' screens, and the backgrounds on each level are distinct and varied. There are bonus lives to be picked up at 2,000 and 7,000 points, and a continue play feature should help even the most inexperienced player to penetrate quite deeply into the game.

The package is rounded off nicely by the addition of speech and a pulsating soundtrack — and even the high-score table is spectacular, taking account of the player's name, age and sex!

Vulcan Venture feels, looks and sounds amazing. If you were a fan of the original (or even if you never saw it), go out and give this one a try — it'll blow your socks off!



Convertability Factor: 4
Too much space to fit into the good ol' Speccy.

GALAGA 88



Believe it or not, this is an 'E reg' version of the ancient classic *Galaga*, which populated the arcades when Dr. B was still in short trousers. Even more surprisingly though, it's still actually a really enjoyable game, and the extra bells and whistles almost make up for the fact that the idea is so prehistoric.

Battling your way through the six screens of descending enemies, is improved immensely by the disco or tango background noises, and the bonus screens, extra weapons and statistics charts finish the package off nicely.

There's nothing new on offer here, but Namco's *Galaga 88* was one of the most enjoyable machines on offer this month. Give it a go — even if it's only for nostalgic reasons.



Convertability Factor: 9
It's what your Speccy was built for.

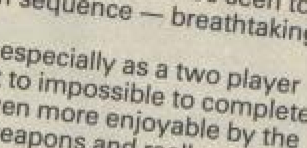
GEMINI WING



Insects — bleaggh! Massive flies and spiders and creepy crawlie things flying all over your planet, stinging innocent passers-by and splatting all over windscreens . . . something must be done. So rather than invest in a massive Vapona, the powers that be have decided to send in Temco's *Gemini Wing* — two highly advanced fighter ships that can pick up and use various natural elements which they encounter in their travels.

Once again the gameplay is no more than straightforward, simply fly from horizontally scrolling level to level, zapping the insects along the way, and picking up the extra weapons and shields. Where this one does score is in the visual department, with stunning graphics and backgrounds that have to be seen to be believed, (wait until you see the cliff sequence — breathtaking or what?)

I can recommend this one highly — especially as a two player game. Apart from the fact that it's next to impossible to complete alone, the two player game is made even more enjoyable by the fact that you can steal your partner's weapons and really wind them up (not recommended if you want to hang on to any of your friends).



Convertability Factor: 7
Should cause a real buzz.

ARCADE NEWS

And finally folks a cry for help — from a reviewer in desperate need. I'm not trying to step on Phil's toes here, but I could do with a few tips on how to progress through a few of these coin-ops, so how about a little help?

Surely some of you out there must know a clever way to take those high speed bends in *Out Run,* or a pretty effective way to take out the hoods in *Rolling Thunder.* How about a cure for *Baron Bubbla,* or some secret moves in *Vigilante*? Anything will do. As long as you think that your tip will be of use to someone, then send it in.

One small point though, make sure that the machine is still fairly current — an intimate knowledge of the alien patterns in *Space Invaders* isn't much help anymore. All tipsters mentioned in these pages win an 'I've Got Big Tips' badge so send 'em in now to Slots Of Fun, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.





AN INVITATION TO JOIN THE BEST

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25 *Droids*™ T-shirts
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Bleep Bloop Bloip!

"Hey, Artoo! come back here!"

"Bloop bleep bloip biddly bing boink!"

"What do you mean, you've got to go and sign some copies of *your* new game, *'Droids — Escape From Auren*? OUR new game, surely?"

"Bee bop biddly bing burrrrrpp!"

"I was there too, y'know, on our adventure on the planet Auren. Yes, I was! I helped us to escape from the evil Fromm gang, and directed you out of the caverns underneath the planet's surface when you got lost . . ."

"Frrrrrrpppp!"

"Don't you call me a walking hatstand, you fat blob, and what do you mean I never do anything but quibble? If it wasn't for me, you wouldn't even have warranted a follow up cartoon series after the *Star Wars* films. Who'd tune in to a show called 'R2D2', hmm?"

"Beeboop?"

"Well, yes, I know YOU would, stupid, but who else but a handful of wookies, a sand person and a brain damaged jawa would be bothered?"

"Beepy bleeboop."

"Precisely, not a single human. So think yourself lucky I'm the sympathetic type. Come on, fatty, hurry along there."

"Breeble beeoo?"

"What? Where are we going? Why, we're to star in a *Your Sinclair* competition, in conjunction with MAD X. The prizes are 25 T-shirts complete with *Droids*™ Iron On transfers, plus 25 Transfers and 50 copies of *Droids*™ *The Game* soon to be released by Mastertronic! So it's very important we're there . . ."

What You Do

"Fooweeep?"

"Yes, it's very easy. On the page somewhere will be a picture of a *YS* person demonstrating how NOT to iron on a *Droids*™ T-shirt transfer. What a silly billy. All the entrants have to do is spot the household hazards in the large picture, and circle them with a blue biro. Then when they've done that, cut the coupon and send it to, May The Force Be With You And Also May The 5th Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE."

"Fweep fweep biddly diddly boink!"

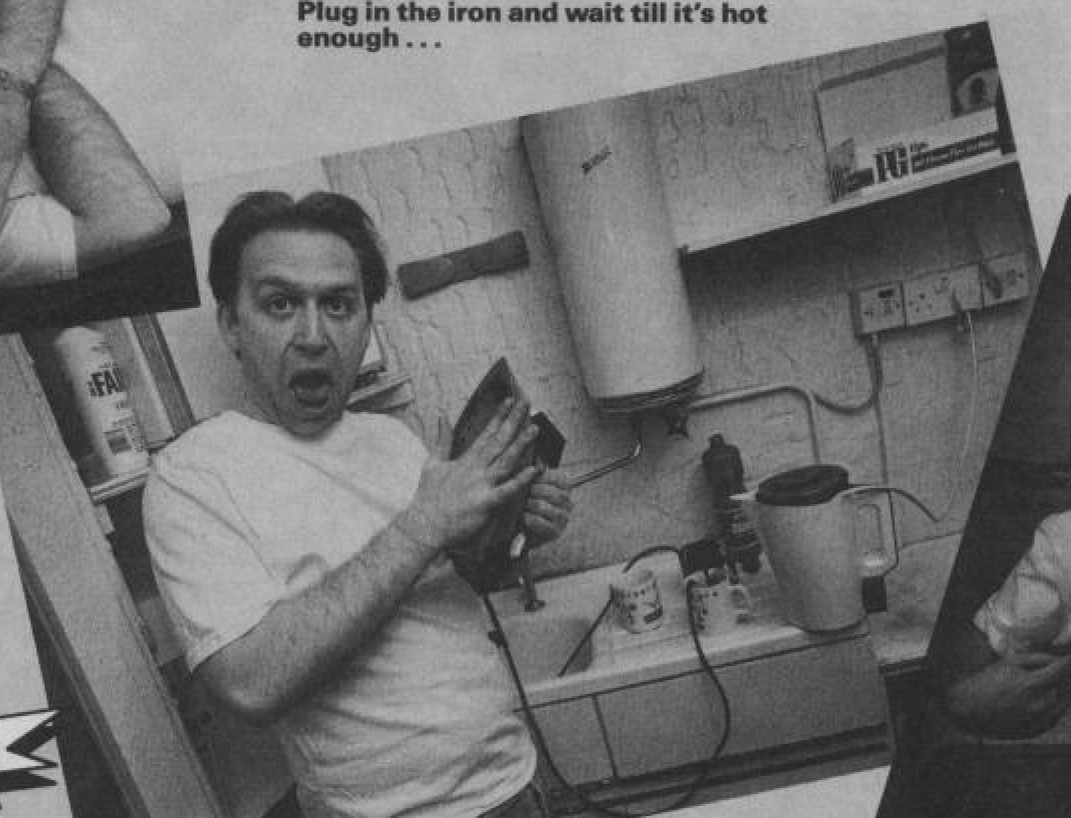
"No, you can't enter, you big twang. How would you get a T-shirt on . . . still, I s'pose we could always iron it onto the front of your casing . . ."

RULES

- **No droids working for the Imperial Dennis Federation and the Rebel MAD X Alliance will be permitted to enter this compo.**
- **All entries must arrive on the smallest moon of Planet Rathbone before 30th June 1988.**
- **The Ed's decision is final, and any little robots caught quibbling will have their bearings removed.**



1.
First put something stiff in your T-shirt . .



2.
Plug in the iron and wait till it's hot enough . . .



3.
Then iron it onto the shirt. A piece of cake, really.

YS COMPO

I spotted ....hazards in the dangerous droids picture. Please send me my prize . . . oh, and for the record I take a small/medium/large* size in T-shirts!
(*delete where applicable)

Name ....

Address ....

....

....**Postcode**..............................

Better in battle than Napoleon and Josephine, classier in chase than Maddie and David, superior in puzzle solving to Miss Marple and Hercule Poirot! Yes, the dynamic duo are back! *Owen* and *Audrey Bishop* bring you yet another report, straight from the frontlines.

ON THE WARPATH

The battle hots up on the pro-anti-wargame front. Mark Rodgers of Newcastle-On-Tyne fired the first shot by protesting that wargames should be banned. Wot, and put poor O&A out of a job? — shame on you, Mark! But **Shirley Hamilton** of Sintin, Derbyshire rallies to the pro-wargame side with this ripost. "Dear Warpathians. If war games are to be outlawed, we'd have to start by outlawing *Chess*." Thanks, Shirley, your *YS* badge is on its way.

Not only chess but another popular game, *Go*, is also derived from original wargames, first played hundreds of years ago. To take up one of Mark's points in detail, he asserted that wargames make people think war is a good thing. Do you believe this? Do *you* play wargames, and do you think war is a good thing? Let us know what you think. No need for a long letter — Shirley's single sentence made the point and won a *YS* badge. Write to A&O, *On The Warpath, Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Readers in Australia and New Zealand can save time and pence (sorry, cents!) by writing direct to A&O, Patons Rock, R.D.2. Takaka, New Zealand. The offer of some pretty NZ stamps (yes, they really are fab, brill, etc!) applies to anyone who writes in direct, from anywhere!

TIMEFAX

Another in our series of 'CUT OUT AND COLLECT' fact filled dossiers in *Timefax*. This month we blast our way through a short history of firearms, from the spud gun to the Smith and Wesson, (sort of!). Anything *you* want to see featured in *Timefax*? Then drop us a line to, *Timefax*, On The Warpath, 14 Rathbone Place, London W1P 1DE.

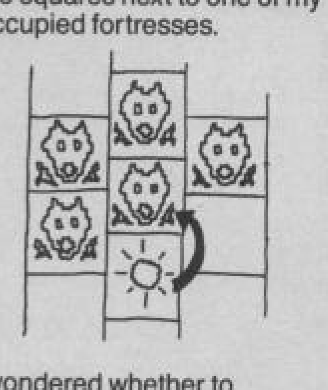


TAC

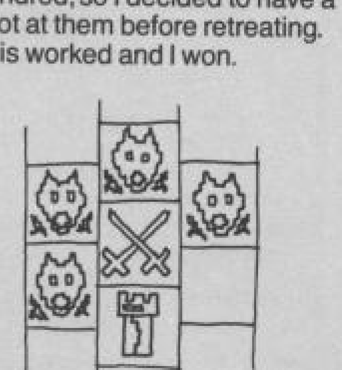
The first wargame to win the coveted *YS* Megagame rating in this column, was *Sorcerer Lord* by PSS, reviewed in March. Readers have spent many a frustrating hour trying to hold back the wolfish hordes from the Shadowlands, and some have written in with winning *Tactips*. So this month we print a bumper selection of penetrating ploys from the go-go Generals of Galanor.

First of all, **Geoff Strickland** of Southall says "It's no good being a Colonel Blimp, deploying the forces of Galanor on a wide front and hoping to contain the enemy. They'll just adopt Panzer tactics and punch a hole straight through your line. If the enemy hit and run, then you'll have to run too. And at the beginning of the game at least, it's the enemy who have the initiative. Surprise is a vital element in any conflict, and this is a surprise attack by the Shadowlord. Your armies need time to mobilise and recruit. Buy this time during turns one to three, force-march your units back as fast as possible and get them into cover in fortresses well back from the enemy."

Alan Toothill from Liverpool found something strange that needs investigating. "The Shadow Legions advanced to the squares next to one of my occupied fortresses.

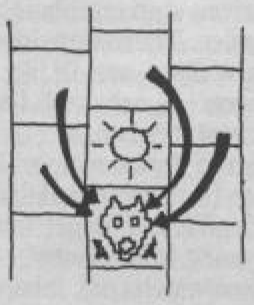


I wondered whether to retreat or to fight a rearguard action. I found that the force on one square was only a few hundred, so I decided to have a shot at them before retreating. This worked and I won.



TIPS

Next time I turned, the other enemy units advanced, but they went around me, as if I was an obstacle they were trying to avoid.

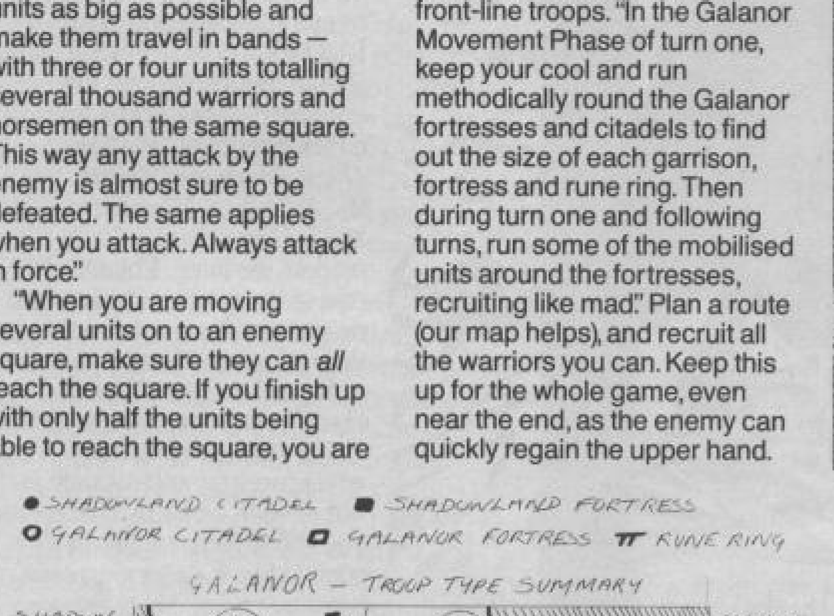


Was I invisible to them?" Maybe. Or maybe it was a quirk of that particular game, Alan. Anyway perhaps some of our readers could let us know if they have found the same thing. Could be a handy manoeuvre.

Helen Wells of Pontypridd has made the interesting discovery that, "The Shadow Legions don't seem to know how big your units are! This helps you if they attack one of your specially recruited mega-units. But they may also fall like a pack of wolves on any small isolated unit within range. Keep your units as big as possible and make them travel in bands — with three or four units totalling several thousand warriors and horsemen on the same square. This way any attack by the enemy is almost sure to be defeated. The same applies when you attack. Always attack in force."

"When you are moving several units on to an enemy square, make sure they can *all* reach the square. If you finish up with only half the units being able to reach the square, you are in trouble. You have committed yourself to attack, but with insufficient numbers." A good point from Tadcaster, by **Andy Marshall**.

Stephen Mays, of Norwich, advises on withdrawing your front-line troops. "In the Galanor Movement Phase of turn one, keep your cool and run methodically round the Galanor fortresses and citadels to find out the size of each garrison, fortress and rune ring. Then during turn one and following turns, run some of the mobilised units around the fortresses, recruiting like mad." Plan a route (our map helps), and recruit all the warriors you can. Keep this up for the whole game, even near the end, as the enemy can quickly regain the upper hand.





From bonny Dundee, **Ian McNaughton** comes up with a cunning wee tactic for use in the early stages of the game. "Decoy the Shadow legions into chasing after one of your units, while the remainder escape. Put two units into the same fortress, and station most of one unit in the fortress. Then recruit these men, and any garrison that's present under the other commander. March off the depleted unit as a decoy, and send the enlarged unit at high speed, over the nearest horizon."

It's obvious that this is not a game for standing still. Whoever hesitates is lost! Terrain makes a lot of difference to the speed at which units move, and is the major tactical feature. Open ground is far better than any other terrain, and mountains cause endless delays.

To help you on this score, we've produced a map of main trunk routes through Galanor.

But **Miles Thomas** of Oswestry pinpoints the terrain factor. "A key area in Galanor is the gap in the ranges between Rharta and Belivia. The Shadow Legions usually head towards this gap, and this is on their direct route to the Citadel of Tarthros. If you can stop the hordes from getting through there, it's a big help to your side." We've noticed that the Shadow Legions avoid mountains and prefer open terrain, so this is a vital Tactip.

Well that zips it up for this month! And don't forget! Any Tactips from you — anything from the grandest of grand strategies to the smallest tactical morsel — we'd love to hear about it at, *On The Warpath, Your Sinclair*, 14 Rathbone Place, London, W1P 1DE



BLITZKRIEG

CCS/£9.95

Blitzkrieg is based on the German advance through Belgium, Luxemburg and Northern France in May 1940. You control the Germans — the computer plays the Allies and there's no option to change sides or to have a two-player game. Unfortunately you can't save the game to tape either.

Presentation is good. There's a large clear scrolling map in London Underground style, though as this game incorporates hidden movement, distant enemy units are not shown. The 24-page instruction booklet is comprehensive, and contains an account of the historical background, illustrated by photographs.

The program is menu-driven and the system is easy to learn. At the beginning of each turn you can give orders to each army, find out details of each unit, and reveal the terrain under each unit symbol. From then on the remainder of the turn consists of four phases, (German movement, German combat, Allied movement, Allied combat), all under computer control.

The novel feature of *Blitzkrieg* is the way in which the armies are controlled. You don't control individual units, but armies, each consisting of six units. By using three cursors you tell the army which area to head for, and the required positions of its right and left flanks. From then on the computer does the rest. It moves the units of the army each turn, until they've reached their intended positions. You can also order an army (but not individual units) to attack when they meet an enemy unit, to defend, or to leave the decision to the unit commander.

Lack of control of individual units however, makes it impossible to exploit a narrow gap in the enemy's lines, or to withdraw a unit that is in imminent danger of being surrounded, without affecting *all* the other units in the army. Also an army sometimes seems to 'forget' its orders for no apparent reason. But the worst feature of this system has got to be that it leaves you with nothing to do, except watch the screen, for the major part of each turn.

Terminating victory conditions are precisely spelt out in the instructions. The game is said to end when either army is



reduced to less than 40 percent effectiveness. But this does not happen. We were able to carry on playing when effectiveness was far below 40 percent on both sides. And though the German effectiveness was greater, the display still told us that the Allies had the victory. It is obvious that this stage of the game has not been properly tested.

This is a simple no frills game — no detailed tactical operations, no air-support to control, and no consideration given to supply. Good presentation, fair scenario, spoilt by an inferior command system and obvious programming errors. In short it's boring!

GRAPHICS	■■■■■■■■□□	4
PLAYABILITY	■■■□□□□□□□	
VALUE FOR MONEY	■■■□□□□□□□	
ADDICTIVENESS	■■■□□□□□□□	
STRATEGY	■■■■□□□□□□	

YS Adventu

I've got a new word this month, and the word is *SPLUT*! You can try saying it backwards but it doesn't improve any. So what's *SPLUT*! when it's at home? It's a Bristol-based Spectrum fanzine edited by **Richard Pelley** of 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW. Richard says that to give you an idea of how hopeless he is at adventures, he's still stuck in *Planet Of Death* after all these years. This is why he's getting someone else to write the adventure section. To get a copy of the latest *SPLUT*! just send 20p and a stamp.

The next letter's also from Bristol, which makes a pair of them. This one's from **Garry Lancaster**, who gave me some interesting information which is, that I get a credit on the final screen of *Doomsday Papers*. Do I? (Guess who hasn't finished that adventure then.) Garry's a Play By Mail fan and recommends one from KJC games called *Troll's Bottom*, but the least said about that the better, I'd have thought. I've enough trouble with *Goblins' Dungeons* without getting into . . .

Anyone got a copy of an adventure called *Journey's End* which you're prepared to flog or even give away to someone who's having trouble tracking it down? If so, contact **Mrs Hill**, 112 Walker Crescent, Foxhills, St Georges, Telford, Shropshire TF2 9QD.

Tony Holmes of London NW1 is stuck right at the end of part one of *Rigel's Revenge*, and asks how to deal with the soldiers who keep saying SLIB — which makes a change from the knight who says NIC. How to deal with them? BMOB EHT DEEN OUY.

Paul Rigby of Liddypool is stuck in the 128K version of *The Calling*, and I told him his next step was to insert the charm into the hollow confidently. Paul wrote back to say that he tried INSERT CHARM INTO HOLLOW CONFIDENTLY and nothing happened. No, no, I told him. What I meant was first you MRAHC TRESNI then you "ECNEDIFNOC" YAS.

People write in quite regularly to ask about the photos that you take in *Terrormolinos*, such as **Tim O'Reilly** from Staffordshire. Tim's scored 87 percent, but can only find eight pictures: on the beach, at the monastery, at the bull ring, at the wine-tasting, at the plaza, the night club, the boats and the bay. So where are the other two? Both on the beach, you blind or somefink? I can't tell you what they are as I don't know which one you've got, but open your peepers and you should see them.

What no-one can help seeing at the moment is the vast number of bugs in commercial releases, and **Ted Webb** of Hants has a lot to say on that subject: "When you fork out a tenner for a decent game from a reputable company, you don't expect to have to send it back with your gameplay marred by an unchecked bug. Surely CRL and Adventuresoft have heard of playtesting and bug-checking?" The game in question is *Jack The Ripper*, and the bug occurs in Part 3 when Ted's Speccy seizes up whenever he tries to go into the picturesque garden. I've heard other reports of a *Jack The Ripper* bug that prevents you completing the game, so that's yet another adventure to add to



the bug-box. But thanks anyway to **David Moore** of Everton for his solution to the first part of that game. Some tips on that one are that when you are in your own room near the start, be sure to TOLS NI NEP TUP. Don't forget to EVAHS A EVAH and to ROOD KCOL. When in the hotel or club location, after your cab ride, you must LLOD HCNERF DAEHEB and GNITNIAP REFICUL EVOM. Password to part two? ENOIMREH LLAC.

A lengthy and interesting letter from **William McLachlan** of Stirling contains another password, this one for Part Two of *Play It Again Sam:* ENOPAC. The only object you need from Part One is the gun. William's forthright opinion of this game? "So bug-ridden it's hardly worthwhile buying it. If you carry too many objects in part two the game crashes. The worst thing is the taxi. It's not difficult to solve the game, the problem lies in overcoming the bugs." And when starting Part Two of *Rigel's Revenge*, William says to be sure you've got the satchel, screwdriver, stun gun, bomb, uniform and goggles. There were lots more clues from William, and I'd like to thank him for those — I only wish I'd more room to reveal them all.

Gregsy Quinn of Portadown, which is right next door to Portakabin, asks a salty question in *Savage Island I.* To get some salt (and this is going to be printed forwards, folks, so watch out), take the seater from the tidepool to the hot rocky cliff outside the volcano, pour the water from the bottle to make a puddle and then wait for it to dry out leaving the salt behind.

I don't know why, but that makes me think of **Conway The Barbed Hairy-Un** of Lambourn, who's written again with some tips for those less fortunate than himself. In *Temple Of Terror*, you kill the giant centipede with WOBSSORC EHT. In *Swords And Sorcery* before you can go to the Ascension Hall to end the game you need RUOMRA S'BOZ FO SECEIP RUOF. He also asks if I've not heard of one of the first adventures ever, *Babbage Quest*, which was written for the Analytical Machine in 1882. Honestly, the weird readers we have. I blame the rest of the magazine, they get no encouragement from the very sensible adventure section.

Iwan Davies of Neath claims a Manuel Award, though being stuck in umpteen adventures simultaneously is not enough on its own to earn you the award. I think Iwan sounds like a deserving case though, judging by one of his questions: how do you get into the car in *The Big Sleaze?* Well, the input is a bit complicated so I'll print it forwards: GET INTO THE CAR. So there you go then, Manuel Davies.

Any adventurers in the Bradford area who are a dab hand with the graphics? If so, contact **Jason Micholls**, 45 Institute Road, Eccleshill, Bradford BD2 2HU. Jason's writing an adventure but needs someone to do the graphics and generally help out.

A bit of a moan from **Allan Phillips** of Camden, not one normally given to moaning, but Allan says he was disappointed with Bug-Byte's *STI.* Not for the game itself, which he said wasn't

ILLUSTRATION: ANTHONY COLBERT

bad for a budget release, but for the inlay notes which tell you what part one's all about, and then say "Part two is up to you . . ." In fact when Allan got to the end of what he thought was part one, all he got was a screen telling him to watch out for part two in the shops. Naughty!

I was naughty too the other month when I said that there wasn't a bone in *Inspector Flukeit*. That was because I'd gone and poisoned the dog and thought that readers who said they were looking for bones were definitely barking (ho-ho) up the wrong tree. You'll be barking up the right tree if you can deal with the vicar correctly. He's a bit naughty too, you'll discover. Then investigate the graveyard. **Jonathan Borer** asked about this, and also how to stop the taxis in *Play It Again, Sam*. The answer to that one is: IXAT LIAH.

Gary O'Neill of Fife complained that he never sees any tips for *Twice Shy* in any magazines (not even *YS!*) What he didn't say, though, was whereabouts he was stuck. **James Donaldson** of Glasgow was more precise on the same game and said that he's got the tapes and been to the races, so what now? Once you've got the tapes you must DET OT MEHT EVIG. To find out where he is, visit ETIS NAVARAC EHT. As another bit of general advice to Gary, try offering to buy someone a drink fairly early on in the game.

Andrew Tracey of Perivale wants to know about the only adventure game that sounds like a nasal blast, *Kobyashi Naru*. To get the shiny object from the clam you need, EÇNAL A. Then if you SWAJ NEPO PORP you can MALC OTNI MIWS. To deal with the Krakod you need, DOP EHT. To get the wheel, ETILASAL ETAVITCA.

Very pleasing to get a letter from **Pete Pointon**, author of *Skelvullyn Twine*, thanking me for my encouragement (blush, blush) and letting me know that instead of publishing the game himself it'll now be done by 8th Day Software. Pete admits to a sigh of relief about this, as "you could write everything I know about business on the back of an ant (should you be so inclined!)." Mike White of 8th Day has now offered Pete some graphics work on other projects, and Smart Egg too has told him it might have something. Not bad when all you've produced is a text-only adventure — it tells you how good the loading and introductory graphics must be. And I did like the way Pete ended his letter, "must stop before I get as boring as an icon-driven adventure."

Several readers write in every month asking for help which I could give them if only they'd include sae's with their letters. There isn't room in the column to mention everything, so write again with sae's, Robert Gregson, Jason Knight, Damian Cooper, Chris Delahunty and Brian Squiggly-Signature of Ipswich!

news

Venture forth with Mike Gerrard

Back in the March issue I reviewed a game called *Venom* from Mastertronic, and the game got some of my venom, as it crashed on me a couple of times soon after I started playing it. Yet another faulty game, I thought. Not the first one from Mastertronic. But it seems that it was only my version of *Venom* that was somehow at fault, as the programmers of the game tried to duplicate the bugs in several different versions of the adventure, and failed to do so. I've now been sent a replacement, and can confirm for myself that this one doesn't crash at all.

As my poor (4/10) review was in no small way influenced by the apparent bugs, it's obviously only fair to the programmers and to Mastertronic to point out that the game seems to be okay after all, and I'd have to revise my mark upwards to about 6/10. I still can't rave over the game as I don't care too much for this type of adventure, where your inputs are limited and you have to use a joystick or cursor keys to highlight the word in the text that you want to EXAMINE or GET. But if you enjoy games like *Shard Of Inovar*, Zzzz and others, then *Venom* works in a similar way so you could safely give it a whirl after all.

Howard Gilberts of Gilsoft, phoned to tell me that lots is happening on the *PAW* front. Or should that be the front *PAW*? Firstly users will be able to upgrade to the latest version, which will include space on the menus for extra user overlays. The first of these will be debugging tools provided by programmer Tim Gilberts, and they'll be called *Paw-Tel* and *Paw-Phosis*. The unusual names are partly because they have to fit into the appropriate places in the *PAW* A-Z menu!

If you're already a registered *PAW* user then you'll be getting a mailshot with more information soon, and if for some reason you haven't returned your registration card, then Howard urges you to send it back, as you could be missing out on another goodie from Gilsoft. This is a planned user group quarterly newsletter, the first one of which will be sent out free with the add-ons mailshot. The newsletter will include a beginners section, plus tips for more advanced users. There'll also be a centre-spread where people like Pat Winstanley will reveal all! Calm down, calm down, the centre-spread will be called 'The Professionals,' and each issue will include a guest writer. Already signed up to do pieces are Mike White of 8th Day Software, Pat Winstanley (a bit of a *GAC* and *PAW* expert) and Fergus McNeill. So if you haven't sent in your registration cards, please send them off at once.

For those of you with Plus-3's (like me, hem-hem) itching to get your hands on adventures that are unavailable to those inferior beings with inferior machines, Topologika has now released no less than five disk-only adventures, each at the bargain price of £9.95. One is a mathematical adventure for younger children called *Giant Killer*, and the other real macho big grown-up adventures are *Countdown To Doom*, *Philosopher's Quest*, *Kingdom Of Hamil* and *Acheton*, which I'm hoping to review soon. Such is the popularity of *Countdown To Doom* on other machines that a follow-up has been written. *Return To Doom* will retail at £12.95 and will be ready by the time you read this. Details from Topologika at PO Box 39, Stilton, Peterborough PE7 3RL.

What are the best adventures around? Well one good guide for me as to what everyone thinks



is always the Golden Chalice Awards from the Adventurers Club Ltd. I rate these awards highly because they're voted for exclusively by adventure players, who should know what they want and what they enjoy. Magazine awards I take less seriously as most readers will always be arcade players who, faced with the question about their favourite adventure, will just vote for the first one that comes into their head. The adventure-holics in the Adventurers Club will be choosing from the many adventures they've been playing in some depth, and for 1987 over 800 members voted in the Golden Chalice Awards.

"I know that you were surprised at the results last year," ACL director Henry Mueller told me, "but this year's awards are even more astounding." I disagree, Henry, as this time they reflect very much my own feelings and the feedback I've had in readers' letters. Of course the Awards cover all computers, but I think the strong Spectrum element is reflected in the result. *Guild Of Thieves* only gets an honourable mention, and that game of course wasn't available on the Spectrum till recently. In third place was Level 9's *Knight Orc*, and in second place *Rigel's Revenge*, published by Mastertronic and programmed by Smart Egg. It leaves me with Smart Egg on my face (so to speak) because I rated it slightly below *Serf's Tale* and 'only' gave it 8/10. I think most readers would have rated it a notch higher and made it a megagame.

But first in the ACL awards, winner of the Golden Chalice, and quite right too, is Level 9's *Gnome Ranger*. There's no doubt in my mind that this is the best Spectrum adventure around right now, so congratulations to everyone at Level 9 who was involved in the production of that game. And I'm sure I'm speaking not just for myself but for lots of YS readers when I say that. Well done.

CRL has released *Federation*, a graphic space adventure which will be fairly familiar to all of you who've already got *Quann Tulla* from 8th Day Software. *Federation* is an excellent re-vamped version of that oldie but goldie, and as review space is so tight I thought I'd mention it here instead. The programming has been done by Smart Egg in conjunction with 8th Day's Mike White, and the result is a very stylish game — the graphics are brilliant to my eyes, definitely 9/10, and the adventure's as lengthy and devious as all 8th Day games.

JINXTER

YOUR SINCLAIR MEGAGAME

Three megagames in a row for Magnetic Scrolls, but hardly surprising as this is definitely top-of-the-range Spectrum adventure stuff with only the likes of *Gnome Ranger* and *Knight Orc* as rivals. Plus-3 owners will be able to gloat at now having *Guild Of Thieves* and *Jinxter*, both unavailable for the kid brother machines.

Inside the bright blue box, which reminds us that 'Every Silver Lining Has A Cloud', what do we find? We find a 3" disk with a game on it. We find a beer mat advertising Moose Bolter beer, and a compo that gives four people the chance to win every Magnetic Scrolls game for life. We find some simple instructions, a sealed envelope and a copy of *The Independent Guardian*, essential reading for Guardians everywhere, with news and views of leading Guardians like Len Pouch, Len Pisht, Len Moron and Len Wossname.

Len Wossname is very concerned about the level of luck in the land of Aquitania. If the charms of Turani aren't reunited soon with the legendary Bracelet of Turani then luck could completely run out, the Green Witches will take power, there'll be plagues of bats and we might even see the collapse of the ferg. So what's he doing about it? Well, here's looking at you, kid!

But what *is* a Guardian anyway? Play the game and you'll soon find out. Hardly will you have got off (or been thrown off) the bus in Neverending Lane than you'll encounter the Guardian and be given your task. Neverending Lane seems to be just that, incidentally. I've walked about 64 locations in both directions and still not come to the end of it. How did they do that? Back to the Guardian, though. Don't expect a cloaked figure with a black pointed hat and a touch of the scrolls. This one wears a herringbone overcoat (a red herringbone?), complains about the wife and kids and is given to philosophical mutterings like "What's the point of wossname, immortality, if you can't get a decent bit of cheese in your sandwich, narmean?"

The text of *Jinxter*'s been written by that very funny *Punch* writer, Michael Bywater, who had a hand in *Hitchhiker's Guide To The Galaxy* and is also working on another adventure for Infocom. So you can expect a lorra lorra laughs, many of them in incidental routines and in answers to some of the weirder inputs you might try. But even ordinary responses can raise a smile too. Examine the key-ring and you're told it's a clever little device that allows you to lose all your keys at once instead of one at a time. One location is Dead Fly Wood, so now you know where all the flies go in the wintertime.

From Neverending Lane you can enter your house, and a good search here is essential. You can find a sock lying around, and you know that sooner or later you're just going to have to put a sock in it, whatever 'it' is. Try playing with the dragon in the bath, too. It's not long before the phone rings and it sounds like your neighbour's in a spot of bother. So you rush round to his house, but of course he's not there. So instead you have a good nose round, discover the foul cheese in the basement and the fly bath in the garden (like a smaller bird bath).

The first major problem, assuming you can sort out a few minor ones early on, is the canoe in the boat-house. If you can plug the hole, you can paddle your own canoe on the lagoon, and even cross to the village green and visit the pub and the baker's. It was round here I started to get a bit stuck after a couple of hours of pleasurable adventuring, but one feature of this game is that if you need a bit of help then in certain locations you can summon up the Guardian and he will solve a problem for you! This does of course leave you with another problem in its place (remember, Every Silver Lining Has A Cloud), which is that you're not told how the problem's been solved and you also feel your luck dropping — and you can't finish the game unless your luck is at the maximum level, but at least it means that if you're getting frustrated by a problem you can get past it, explore a bit more of the game, then go back to it later.

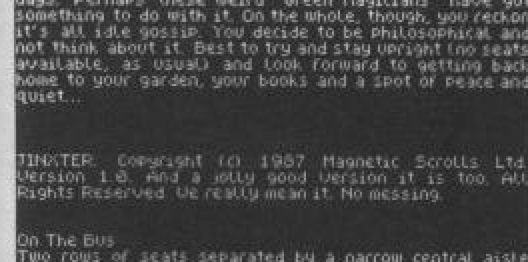
The *Jinxter* parser will be familiar to fans, although in fact it's lost one or two features from *Guild*. It'll still cope with most inputs — and then leave you frustrated 'cos it doesn't understand something simple. That doesn't happen often, though. What does happen often is that *Jinxter* leaves you laughing and scratching your head simultaneously. Yet another essential purchase for Spectrum adventure lovers — there's never been a better time for it. Nor for playing Spectrum adventures either. Narmean?

Graphics	□□□□□□□□□□
Text	■■■■■■■■■□
Value for Money	■■■■■■■■■□
Personal Rating	■■■■■■■■■□

9

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Title .... *Jinxter*
Publisher .... Rainbird
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D4 @ £10.95

SKELVULLYN TWINE

Some magazines yawn when presented with *Quill*'d adventures, muttering on about how they all look the same, they're all rubbish, blah-blah-blah. My answer to that is a rude word of eight letters (or seven if you only spell it with one 'L'). I take each adventure as it comes, because many a gem has been written using *Quill*, and I've got one loaded on my Spectrum right now: *Skelvullyn Twine*.

A very stylish introduction leads into the three-part tale. Seven options on the opening menu allow you to turn pages to read the story of the lands of Kilver, where the adventure is set, your part in the game, how to get started, a map, an option to turn the nice folksy music on or off, and so on. The graphics on these screens and on the loading screens are brilliantly done, and actually made me regret that the game was text-only — mind you, that's very well done too!

The text tells the tale of Tam Wold, a timber merchant who worked in the woods by the village of Skerrig — and who could be male or female, as it never occurred to the people of Kilver to designate anything, whether it be child-rearing or jobs, according to sex. You are also the Prefect of Skerring, though in six years all you've had to do is arrest one drunk monk! But now a drought has come upon the land, the river has dried up, a character called Tolan who has the secret of making rain has gone missing — and it's all your fault! Or so the villagers start saying, anyway. To summarise a vast amount of background storyline, your task in this adventure is to find Tolan, restore the river and return home.

The first part of the game, Book One, must be completed to get the code to Book Two and so on into Book Three. In Book One you begin in the village and must explore it and try to ignore the glares of the angry villagers. What you can't ignore are the giant hedgehogs guarding the door to Tolan's house, wherein might be a clue to his disappearance. These hedgehogs, and the behaviour of the china pig money-box in your own home, are typical of the game's rather off-beat approach. I enjoyed playing it because I was never quite sure what I was going to meet next — and what it was going to do to me when I did. But everything fits together nicely, and I like the way that objects can be used for more than one purpose, not always as an essential part of the game but sometimes just to add a bit of extra fun.

Book One is reasonably easy to complete, which gives everyone a chance to see a chunk of the game. But the next two bits do get harder and all three together add up to a very smart and value-for-money adventure.

STOP PRESS: This adventure was originally sent in by author Peter Pointon, a *YS* reader, who said he was publishing it himself due to lack of response from the commercial software houses he'd submitted it to. I wrote back to let him know I'd be giving it a good review, and this encouraged him to try again. He sent it to 8th Day, who snapped it up for instant publication, leaving me just enough time to alter the fax box. I always knew 8th Day had good taste!



FAX BOX
Title .... *Skelvullyn Twine*
Publisher .... 8th Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH
Price £5.50

Graphics
Text
Value for Money
Personal Rating
8

THE JADE STONE

There seem to be very few poor efforts among the *PAW*'d adventures now starting to pour out — a sign that most of the authors are already familiar with the *Quill* way of working. Someone who's certainly familiar with all utilities is Linda Wright, as some of her *GAC*'d games have been published by Incentive, but for the Amstrad only. You know the Amstrad. It's a computer. One or two people bought them.

Anyway, Linda's seen fit to make the star of her Spectrum game a female character — and quite right too. Far too many blokes bashing about the place. The heroine of the two-part tale is Amora, from the Kingdom of Nulom, and her task is to rescue her fiancé, Amanton, who's a bit of a wimp and has gone and got himself captured by the dastardly Mallumo of Kradoom, a sorceror. The game may have several things going for it, but good names isn't one of them. They sound like they've come from an Adventure Name Generator program. The other drawback is the character set that's been chosen, which I found very hard to read, so lose a few Brownie Points there.

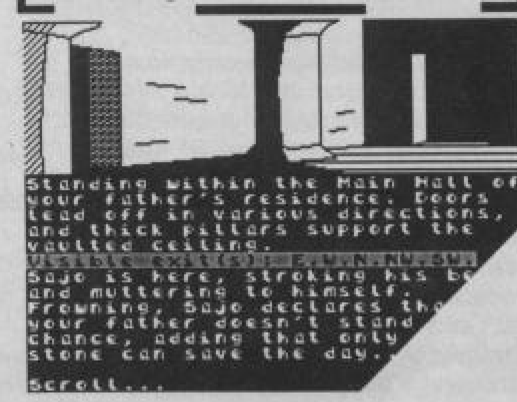
On the other hand, the adventure itself is first rate. *PAW*'s screen-handling has been used well — a graphic quickly drawn at the top, followed by a fixed location description; then a bar of a different colour which both lists the visible exits and divides the screen nicely from the scrolling messages and inputs beneath. The text is well written, and I like the way that objects in the location descriptions sometimes have to be used if you're to make any progress — an innocent piece of furniture could be concealing something that might have a point to it . . . or might not. And don't forget to use your feminine charms — if you can make a guard blush you're thinking along the right lines.

PAW's parser can cope with most inputs of course, provided the author's thought to cater for everything, and that certainly seems to be the case here. I noticed little things, like acceptance of both EXAM and EXAMI as abbreviations for EXAMINE; TAKE and GET both accepted; and even PURCHASE is in there as an alternative to BUY. You can COUNT MONEY, that's assuming you work out how to get some in the first place. It's also a very moral adventure: good deeds earn their rewards.

My advice on *The Jade Stone* is that there's no need to EXAMINE IT first, just get out and PURCHASE IT pronto — though don't try swearing at it if you get stuck. Not unless you've saved the game first as no un-ladylike language will be tolerated in this home-grown goodie.

FAX BOX
Title .... *The Jade Store*
Publisher .... Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG
Price £2.95

Graphics
Text
Value for Money
Personal Rating
8



MIKE GERRARD GOES TO THE BEST INDIES!

There's no doubt in my mind that many of the best adventures around at the moment are from the independent software labels, the mail-order only operations that are frequently one-man (or one-woman), businesses. Some readers tell me they're reluctant to send for games mail order, even though adventures are almost impossible to find in the shops, because of bad experiences in the past. To help you get over that hurdle I've arranged some very special offers to tempt you, exclusive to *YS* readers, with several of the small software houses. These are all people personally known to me, so I can guarantee their service — and guarantee the standard of their adventures, many of which have been reviewed in back issues and mostly got marks of 8/10, just a notch under a mega-game. Send for any of these and you won't be disappointed. I'll have some more adventure bargains for you next month too — so don't miss the next ish!

Jaded Adventures Start Here

With any luck there will have been a review of Linda Wright's *The Jade Stone* in this or the last issue of *YS*, and Linda's agreed to let *YS* readers have it at the lowest-ever price of £2.35, postage included. If you missed the review, I can give you the edited highlights: "I like it!" Linda's already had adventures published by Incentive on other machines, but *Jade Stone* is her first Spectrum release on her own Marlin Games label. Her latest one has just arrived, so watch for a review of that too.

YS SPECIAL ADVENTURE OFFER

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Lockerby's Lot

Jack Lockerby publishes some of the best *Quill* and *PAW* adventures around, and if you want to know what I make of them, see the reviews in last September and October's issues. They're a bargain anyway, with two full-length games on each tape, and Jack's agreed to drop prices even further for discerning *YS* adventures. Now you can have any one tape (that's two games, remember) for £2.00, two tapes for £3.75, three for a fiver, four for £7.25 or all five for £8.50, saving £4 on regular prices. The tapes are *The Challenge/Davy Jone's Locker, Witch Hunt/The Cup, The Hammer Of Grimmold/Mutant, Realm Of Darkness/Matchmaker* and *The Jade Necklace/Lifeboat.*

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Do You Want a Tartan Adventure?

Despite my jokes about mean Scotsmen, Tom Frost keeps coming up with generous gestures, like a free adventure and a £50 compo with his latest release, *Double Agent*. Now he's made several exclusive offers to *YS* readers from the whole range of Tartan Software's excellent releases. You can have *Double Agent* for £3.25 or the *Six-In-One* pack for £3.95 — and that works out at only 0.658333333333333333333333333333 pence per adventure (approximately). Beat that!

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HERCULES DROPS HIS PRICES

Terry Taylor's first adventure came to me out of the blue, as so many do, but this one stood out from the crowd and earned a rating of 8/10 in the December '87 issue. It was pleasing to see that reviewers on other magazines rated it highly too. But what readers of other magazines don't get, is the chance to buy *The Labours Of Hercules* at the reduced price of £1.49, p&p included, as that's exclusive to *YS* readers. Show your discernment by sending off for it now — and encourage Terry to write another one.

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FROM:

Name ....

Address ....

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I enclose my cheque for £1.49 for one copy of your Herculean labour of an adventure, *The Labours Of Hercules*, at the *YS* special offer price.

LOST SOULS

I'm a keen adventurer," says **Allan S. Forsyth** of 18 Newmarket Rd, Cringleford, Norwich NR4 6UE, but despite his keeness Allan's having problems with both *Dodgy Geezers* and *Harvesting Moon*. Can anyone come to the rescue?

From Norfolk to Suffolk, but still lost, is **Matthew Hales**, Mill Cottage, Kenton Road, Debenham, Stowmarket, Suffolk IP14 6LA. Matthew asks if any kind-hearted *YS* reader can spare him a copy of a solution to *Shard Of Inovar*. Oh, if only he'd sent me a sae I could have let him have one, plus the *YS* badge he wanted, but rules is rules and no sae means no reply.

Now I'm going to go on repeating this request for info on *Blizzard Pass* till someone comes up with a solution. Come on you lot, someone somewhere must have finished it! If you have, or can even manage some clues, then send them to me pronto. Also contact **Mr S. Keeler**, 56 St James Avenue, Ramsgate, Kent CT12 6DZ who says he's in danger of being committed to a mental institution if someone doesn't come to the rescue soon. The problem? How do you use the metal ring and rope to get past the fissure? A hint says to tie the rope to the ring, knot the rope then throw it, but this reader reckons to have tried hundreds of different combinations of words and still can't manage it. He asks for help before he goes completely ga-ga and buys a Commodore. Hey, come on folks, this is serious!

Someone else stuck in the dreaded *Blizzard* is **S. Sage**, 7 Darwin Close, Bulford Camp, Wilts SP49 J12 — how do you get back across the fissure? This reader also asks if I've heard of a game called *Transylvanian Towers* (yes), is it available on the Speccy (yes) and where from (dunno). The game was published by Richard Shepherd Software, who has ceased trading as far as I know, so any spare copies of this one lying around unused?

Too late to help the next Speccy-owner, as you can tell from the address: **Jason Nicholls**, 45 Institute Road, Eccleshill, Bradford, West Yorks BD2 2HU. In *Harvesting Moon*, how do you get through the stone door with the symbol on it, where is the spanner, and what do you do with the Witchmaster General?

B. Swinscoe is looking for help on lots of adventures: *Shard Of Inovar, Twin Kingdom Valley, Big Sleaze, Rebel Planet, Valhalla, Hobbit, Red Moon, Bugsy* and any tips or POKEs on *GAC* would also be welcomed at 367 Broomfield Drive, Hooe, Plymouth, Devon PL9 9PG.

Help on just one adventure for **Adrian Bhagat**, 10 Meynell Walk, Netherton, Peterborough, Cambs PE3 6RR, but what a title: *They Say The World Will Die In Fire And Ice*. Can anyone tell Adrian how to get past Zaar?

In *Future Tense* from Mystic Software, what do you give the curator and how do you get past the ogre? Help please to **Gerard Carton**, 69 Woodland Walk, Limavady, Co Derry, N. Ireland BT4 9DQ. Another new one on me is *Ocean Dancer*. How to get past the octopus and what do you do with DEL found in the house? The person in the dark is Michele Harrison, 44 Valentine Ave, Selston, Notts.

Help wanted on *Nosferatu, Quest For The Vampyre* by map-maker supreme James I Magee, 9 Kingscliff Ave, Kings Park, Glasgow G44 4JW. And any hints going on *Dark Sceptre* yet? If so, can they go to A. Larner, 44 Kirkstone Drive, Elbury Park, Worcester WR4 9BS?

And help on an Alternative game called *S.M.A.S.H.E.D.* for **Jonathan Borer**, 14 Foxcote, Astley Village, Chorley, Lancs PR7 1XE. Where is the money, the syringe and the key, how do you fly the plane and how do you follow the smell? I don't wish to know that, kindly leave the page. . .

KIND SOULS

Matthew McNally says he was about to nominate himself for a Manuel award, 'till he went bonkers and finished two adventures. He's therefore delighted to be able to offer his **Kind Soul** services instead on *NeverEnding Story* and *Doomsday Papers* from 1 Standish Lane, Immingham, S. Humberside DN40 2HA. Sorry you've had to wait so long for your moment of glory, Matthew, but it's Standing Room Only in the *YS* adventure pages these days.

Doreen Bardon's been here before, and here she is being here again. To add to the list of solved adventures published in the September issue, Doreen has since solved: *Imagination, Matt Lucas, Brian The Bold, Staff Of Zaranol, Pirate Adventure, Voodoo Castle, Golden Mask, Rebel Planet, Motor Cycle Crazy, Barsak The Dwarf, Buckaroo Banzai, Custerd's Quest, Hunchback, The Curse, Eddie Smith, Denis, Necris Dome, Kayleth, Realm Of Darkness, Dracula, H.R.H., Strange Odyssey, Bugsy I/II, Funhouse, Deeds Of Glengarry Hall* (what??), *The Hollow, Spoof, The Extricator, The Pyramid, Devil's Island, Apache Gold, Greedy Gulch, A Tangled Tale* and *Spytrek Adventure*. See how many adventures you can get through when you're a lady of leisure! A final word from Doreen, which applies to all requests for help from **Kind Souls**: "I do wish people would enclose an sae and that they would not ask for complete solutions to all my adventures!" I agree, and feel free to adopt my own policy of 'No sae, no reply!'

Now for the man with a twinkle in his eye, a spring in his step, an adventure in his Speccy and a drink usually in his hand. Yes, it's **Allan Phillips**, 55 Torbay Court, Clarence Way, London NW1 8RL. Allan's volunteered his help-line service on the many Speccy adventures he's solved, and even a few Electron ones should any Electron users have strayed into *YS* by mistake. Allan's latest list is *Adventure Quest, Aftershock, Big Sleaze, Boggit, Bored Of The Rings, Circus, Colour Of Magic, Colossal Adventure, Custerd's Quest, Dracula, Dungeon Adventure, Eddie Smith, Excalibur, Football Frenzy, Fourth Protocol, Gnome Ranger (I), Hampstead, Heroes Of Karn, Helm, Hobbit, Ice Station Zero, Imagination, Invincible Island, Kayleth, Kobyashi Naru, Knight Orc (I), Lord Of The Rings, Life Term, Message From Andromeda, Matt Lucas, Mafia Contract I, Marie Celeste, Mordon's Quest, Planet Of Death, Robin Of Sherwood, Return To Eden, Rigel's Revenge, Seabase Delta, Shrewsbury Key, Seas Of Blood, Sphinx Adventure, Philosopher's Quest, Sherlock, Spytrek, Subsunk, Satcom, Star Wreck, Snowball, Spiderman, Twice Shy, Urban Upstart, Valkyrie 17, Vera Cruz, Worm In Paradise, Wizbiz, Warlord, Zacaron Mystery, Mindbender, Extricator, Perseus And Andromeda, Seeker Of Gold, Fuddo And Slam, Secret Of Little Hodcombe*.

Another Allan is **Allan Forsyth, 18** Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE. Allan can help anyone stuck in *Inspector Flukeit* for the price of an sae.

William McLachlan can come to anyone's assistance on the following: *Rebel Planet, Kayleth, Seabase Delta, Hampstead, Price Of Magic, Apache Gold, Winter Wonderland, Masters Of The Universe, Claymorgue Castle, Spiderman, Fantastic Four, Valkyrie 17*. William's address is 28 Wallace Place, Cambusbarron, Stirling FK7 9PB.

Ted Webb, 3 Montgomery Walk, Waterlooville, Hampshire PO7 5TD will come to your rescue on *Big Sleaze, Custerd's Quest, Rigel's Revenge, Golden Mask, Demon From The Darkside, Seeker Of Gold, Eye Of Bain, Valkyrie 17* and what he describes as 'the usual ones.'

Gary Lancaster, 26 Bridgeleap Road, Downend, Bristol BS16 6TW will gladly help anyone out on *Doomsday Papers, Holy Grail* and *Rigel's Revenge*, while you can also get help on *Rigel* and on *The Neverending Story* from **Stephen Green**, 5 Faltis Square, Thorpe Edge, Bradford, West Yorks BD10 8BS, who would like to thank Stephen Conibear for his help in the past. Consider yourself thanked, Stephen.

Darren 'Flash Signature' Sellwood can help on oodles of adventures. Well, 22 to be exact, though I've not counted them. They are, however *Shrewsbury Key, Zacaron Mystery, Matt Lucas, Seabase Delta, Imagination, Hulk, Spiderman, Waxworks, Mindshadow, Robin Of Sherwood, Hobbit, Boggit, Bugsy, Souls Of Darkon, Rebel Planet, Sinbad, Espionage Island, The Pawn, Book Of The Dead, Dracula, Kobyashi Naru* and *Morden's Quest*. Darren's address is 40 Devonshire Road, Harrow, Middlesex HA1 4LR. Anyone who might have written to him in Blackpool when he was a **Kind Soul** before; fear not. His mum is posting all letters on to him. Hello, mum!

Not sure of the next chap's name, it looks like **Christopher Pieri**, but I'm sure of the address which is 26 Noreen Avenue Minster, Sheppey, Kent ME12 2EH. Christopher would like to thank **Doreen Bardon** for her help in the past, and his own list of successes now runs to: *Shrewsbury Key, Adventureland, Zacaron Mystery1, Secret Mission, Eddie Smith, Pirate Adventure, Voodoo Castle, Claw: Of Despair, Golden Baton, Doomsday Papers, Arrow Of Death 1 and 2, Heroes Of Karn, Imagination, Time Machine Seabase Delta, Escape From Pulsar 7, Subsunk, Circus, Urquahart Castle, Feasibility Experiment, Golden Rose, Wizard Of Akryz, Hexagonal Museum, Perseus And Andromeda, A Tangled Tale, Ten Little Indians, Waxworks, Moreby Jewels, Gremlins, To The Manor Bourne, Robin Of Sherwood, St Brides, NeverEnding Story, Zzzz, Matt Lucas, Holy Grail, Claymorgue Castle, Spiderman, Terrors Of Trantoss, Hulk, Terrormolinos, Hampstead, Mindshadow Gordon Bennett*. Oh sorry, that last one was me muttering to myself, not an adventure.

Steve Lodey's a familiar name, and he's recently added the following titles to his list of conquests: *Terrormolinos, Imagination, Life Term, Return To Eden, Boggit, Valkyrie 17 Kobyashi Naru, Price Of Magik*. If you're stuck in any of those then send a sae to 5 Felix Road, Felixstowe, Suffolk IP11 7JD.

A rather shorter list from **Stephen Green**, 5 Faltis Square, Bradford, West Yorks BD10 8BS: *Rigel's Revenge*. Well, we've all got to start somewhere and as this was Stephen's first adventure I reckon he did well to complete it, as he says, "after 12 days of being blown up, gassed, bitten, poisoned, cudgelled, eaten, shot, frazzled and a few other sticky endings!" Welcome to the merry band of adventurers, Stephen, and those are wise choices you've made for your next adventure games: *Silicon Dreams* and *Serf's Tale*.

ADVENTURERS INTERNATIONAL

A plea from a Portuguese pleader, to begin with: **Jorge Naia** of Rua do Algar 4, Feteira — Azores, Portugal 9900 Horta. Jorge says he bought *GAC* from a mail order ad in *another* magazine, which serves him right as he didn't get a copy of the manual. He's written to the advertisers to try to get the manual without success, so can anyone in or out of Portugal come to the rescue?

Steven Snedker is my old Danish friend, and he kindly sent me 'The Very Big *Custerd's Quest* Solution'! It's the shortest route he could find, though only scores 235 out of 255. Some useful commands from the solution, in no particular order, include: HGUORT ENIMAXE, LENAP PAT, EERT BMILC, DEB REDNU KOOL and the essential ELTTOB EKAT!

Paul Lauff writes from Schlosstrasse 13-15, 6000 Frankfurt 90, West Germany, and I wouldn't like to ask directions to his street after a few Bavarian beers. Paul says he likes reading about adventure problems, as even if there's no solution given it can set you off thinking about the problem and wondering how to tackle it. And if you've already solved it, reading that someone else is stuck makes you feel quite smart!

Paul's not so smart on *Star Wreck*, where he's got the game mapped but it doesn't seem to go anywhere. He's also scored about 350/1000 in *Erik The Viking* and now can't get any further (EIBEERF A ROF DNES), and can't kill the Troll in part two of *Colour Of Magic* even when playing through the solution I printed in *YS* last year. All I can say about that one is that I did check that solution, playing it through step by step, and it worked for me. You could send for a freebie on that one to see if it makes any difference, and in *Star Wreck* try getting someone else to fly the ship near the start, then repair the generator.

The next letter's to "the most good-looking person in the world!" quite right too. No, hang on. Rats, it says *from* the most good-looking person in the world. Huh, the cheek of it! Anyway, this vain creature is **Wim Castermans** of Dooistr, 21, B-3610 Diepenbeek, Belgium. Wim asks me to print greetings to Leif, John 'Frantic' Eddy and Tjen Sourbon. No, sorry, I can't do that, nor print that you want to make contact with Yves Brockman and Frank Delmano. What I can do is print those adventures you're prepared to help other readers on, if they're stuck: *Boggit, Bored Of The Rings, Hobbit, Neverending Story, Dracula 1* and *3, Bugsy 1, Terrors Of Trantoss, Mordon's Quest, Knight Tyme, Mafia Contract II, Spy Trek, Invincible Island, The Helm*.

Finally an unanswerable question from **Marco Jurriens** of Holland: "What does 'Oo-er!' mean, as the mag is full of it?" Well, it's a bit hard to explain really — just like *Your Sinclair*!



NEW!



PETE'S PUZZLERS

Plug yourselves into the mains — *Pete Shaw*'s here again with some more teasers to tax your brain.

PRIZE KWIZWORD

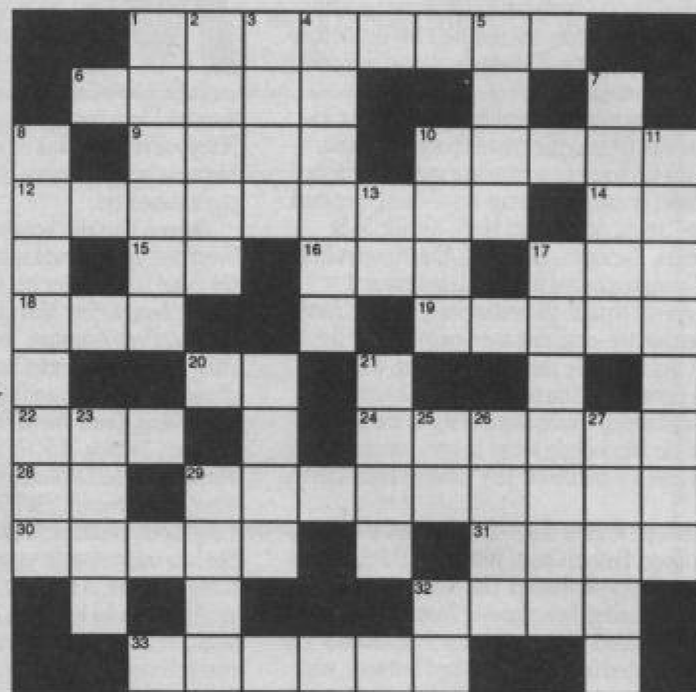
Across

1 Periodically it's *YS* (8)
6 A biscuit tape loop for the Spectrum (5)
9 Shortening the study of economics (4)
10 First part of the ultimate game in the loft (5)
12 A middle man for computers? (9)
14 A negative not for the TSB, maybe? (2)
15 Hesitation of the Queen (2)
16 Employ (3)
17 Retention that can't be altered (3)
18 Clive made an electric one (3)
19 A point found in harps (5)
20 Atop (2)
22 Question (3)
24 Help in the SAS, sit (6)
28 Pronoun, a thing or person (2)
29 Enumerate (9)
30 Android (5)
31 Remarkable thing, slang (4)
32 Yours truly, a troubleshooter (4)
33 Small numerical keyboard (6)

Down

1 A champion at the head of the school (6)
2 Following (5)
3 Equipment (4)
4 Canny (6)
5 Memorandum for musicians (4)
7 Juvenile of little significance (5)
8 Our favourite Uncle? (8)
10 Champions that come in fours (4)
11 Man has a pee on way to work in City (8)
13 Initially it's about Sinclair (2)
17 Glowing (7)
21 A chop into code (4)
23 Error 9 halt (4)
25 Inferior publication (2)
26 Gin made with blackthorn berries (4)
27 Cow similar to driving (5)
28 Organisation in the computer's memory (4)
32 Getting paid shortly is the start of Phil's dream (2)





There's 10 pieces of mega-amazing software up for grabs if you can complete this crossword *and* be the first out of the 'hat'. Complete the coupon and send your entries off to 'It's Tough, It's Tricky, But My IQ Makes Einstein Look Like A Cashew Nut Compo', to arrive here no later than 30th June 1988. Usual rules apply, and any non-conformists will have their wrists slapped.

Name ....

Address ....

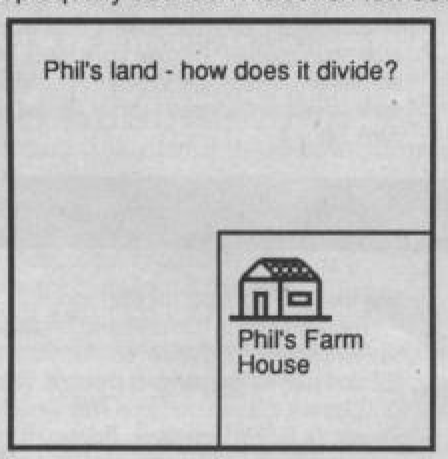
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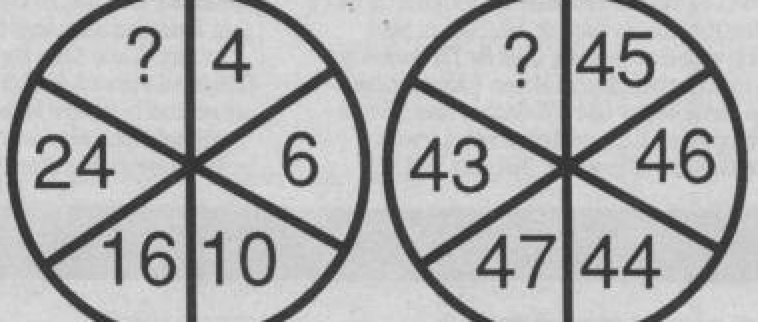
DOWN ON THE FARM

Farmer Phil owns one square acre of land, he also has four sons. He wants to keep a quarter of an acre for himself, but divide the remaining area up equally between his sons. How does he do it?



FOLLOW MY LEADER

Wot's the next number in each of these sequences?



CONNECTIONS

These three words have a connection, can you also suggest which one of the numbered words also belongs to this group and why?

MATCH BOOK RUN

1) Trousers 2) Inferior 3) Eyelash 4) Mug

BLACK SHEEP

Two puzzlers in one! Now there's good value for yer money. First find the odd one out in the groups of four, then take the four initial letters of your answers to make the name of a *YS* beauty.

SURREY	EALING	KENT	DURHAM	
HARTFORD	DENVER	TORONTO	ATLANTA	
RUBBER	GOLD	TIN	ARSENIC	
CLAUDIUS	NERO	ZOE	TIBERIUS	

WOT D'YA MEAN, EASY?

So you think these are simple, eh? (If you don't, turn to page 101 for the answers!) Also send me the fruits of your own labour. For every one I print I'll generously lay out five, yes *five* pieces of new software. Howsaboutthatthen? All scribblings should be sent to Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

BACK ISSUES

Don't look now — look back!

1 **JAN '86** • Exclusive *Rasputin* cover game • *Fairlight* map • *Winter Sports/Saboteur* reviewed • David Crane interview • QL software buyers' guide.

2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

4 **APRIL '86** • *Sweevo's World* map • *Skyfox/Lord Of The Rings* reviewed • Art Studio tips • 128K Speccy reviewed • *Arcade Dream* — exclusive preview.

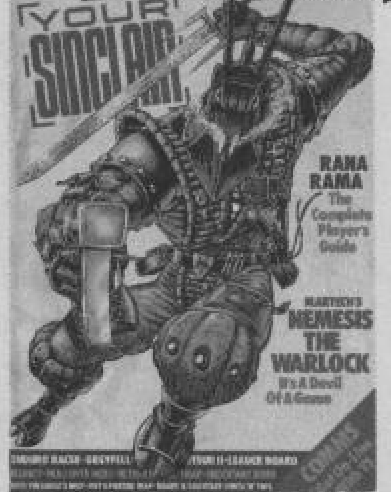
5 **MAY '86** • *Movie* map • *Batman* reviewed • Micronet feature • *Mike Gerrard* joins *YS* • Interview — *Ghosts & Goblins* programmers • Program Power — Fast Loader

6 **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.



7 **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.



9 **SEPT '86** • Wild 'n' wacky *YS* stickers — free ! • *Heavy On The Magick* map • *Jack The Nipper/Hijack* reviewed • *GAC* user's guide • T'zer's arcade action special.

10 **OCT '86** • Gho... 'N' Goblins map • The ... Escape/Trap Door reviewe... ...plete Elite Hacking Away spe... 128K Speccy — opened up! • Pr...am Power — Tune-A-Paté. SOLD OUT

11 **NOV '86** • Da... re map and review • ... Doo/TT Racer reviewed • Spe... test-driven • Devil's Crown ma... ommando/ Starstrike II tips • Adventures — Complete clue list. SOLD OUT

12 **DEC '86** • *Pyracurse* map • *Avenger/Uridium/Lightforce* reviewed • Music special • Reader Survey results.

13 **JAN '87** • *The Great Escape/Deactivators/Antiriad/Storm* maps • *Jewels Of Darkness* reviewed • *Trap Door/Equinox* tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

14 **FEB '87** • *Nosferatu* map • *Artist II/Gauntlet/Aliens* reviewed • *Uridium/Dynamite Dan 2/Knight Tyme* tips • Hard Facts special • *Short Circuit* previewed.

15 **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

16 **APR '87** • *Fist 2/Uridium/Dandy* — maps • *Enduro Racer/Rana Rama/Nemisis The Warlock* reviewed • Explode your phone bill — check out the Modem special • *Space Harrier/StarGlider* tips.

17 **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Guantlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews • *Zub* and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

21 **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*



22 **OCT '87** • Ex...sive megagame! Brillo Bat... ...sh Gordon/ Nemesis/Sto... maps 'n' tips • Reviews of Ga... Catch 23 • Star-tips abound in Pitstop. SOLD OUT

23 **NOV '87** • Free! Viz comic! • Review... Game Over/Catch 23/Bounc... and Athena • Megagames ...e/Mercenary • Who puked ... Towers? — Leisure Special • Tipped — Zynaps/Exolon/ Game Over. SOLD OUT



24 **DEC '87** • *Play For Your Life* exclusive cover game • *Quartet/Jack the Nipper 2* mapped • *Out Run* — Christmas megagame • *Solomon's Key/Batty/Hive* tips and POKEs.

25 **JAN '88** • Exclusive *Moley Christmas* game • Maps for *Trantor/Flunky/Slaine/Indiana Jones* • *Gryzor* reviewed • Tips for *Aliens US/Renegade/Mercenary* and squillions more • Boardgame reviews.

26 **FEB '88** • Free rinky-dinky *YS* Badges • Colour maps for *Indiana Jones* and *Sidewalk* • *Inside Outing/Platoon/Combat School* checked out • Role Playing Games reviewed • *Freddy Hardest/Solly's Key/* and *Mercenary* tips.

27 **MAR '88** • Colour maps of *Indiana Jones* and *Andy Capp* • *Rolling Thunder/Bedlam/Terramex* — megagames • Hardware round-up • Tips for *Thundercats/Out Run/Driller*.

28 **APRIL '88** • Special Joke Police Issue • Colour maps of *Platoon* and *Dan Dare II* • *Arkanoid II/Tetris/Firefly* reviewed • *Freddy Hardest/Garfield/Gryzor* tips • *Practical Pokes* Mega Multiface Special • Results of Game Of The Year

29 **MAY '88** Exclusive cover game! *Blind Panic* • *Knightmare/Firefly* mapped • *Cybernoid/Ikari Warriors/Black Lamp* reviewed • Tips for *Garfield/Combat School/Bravestarr* • New! Rage Hard and Postmans Knock –regular round-ups of hardware and PBM • Adventure Holidays Special.

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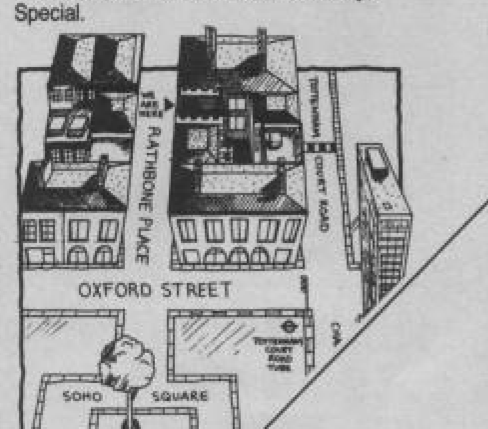
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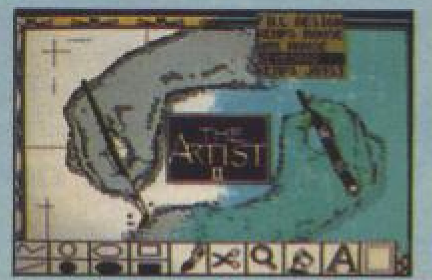


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KEMPSTON

PROGRAM PITSTOP

Once upon a time, there was a prince called *David McCandless* who lived in a column full of zappy routines, and all the readers programmed happily ever after!



Another month, another batch of mail to wade through. Hmmmm, (sounds of rustling letters), this looks good, *Finder* by **Lazarau Lazaros** and — oh look! — **Thursten Felstead** is back with his *Text Organiser*. And what's this? A message scroller? From **Christopher Priestley**?

Well, I'll be a choccy-biccy! A-ha here's a useful proggie if I ever saw one, *+3 Disk Catalogue* from **Robert McSherry**. What can you say?

Why should you contribute to *Pitstop*? And why not? Well apart from the world-wide fame, the fan mail, the groupies (slaver, bonk), and the possibility of a massive £50, for the best routine, there's not much else. But there's also the chance that a software house may want to hire you to work on its next megagame. What more could you ask for?

Send all contributions to David McCandless, *Program Pitstop, YS*, 14 Rathbone Place, London, W1P 1DE — and include a piccy of yourself. Remember there's £50 at hand for the best routine!

MESSAGE SCROLLER

by Christopher Priestley

This month I decided to write a ritty-ditty, super slick, interrupt driven message scroller and... I did. And very proud of it I was too, until a certain letter popped in through the post.

Blink.

Someone — by the name of **Christopher Priestley** — had written a similar routine, and it was — shock! horror! gasp! — better than mine! And not just better, *much* better! Fume!

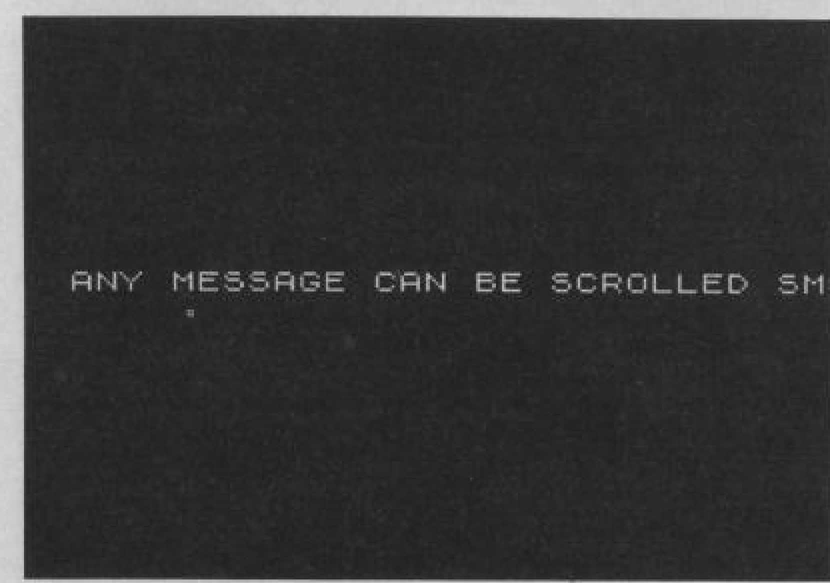
Method

Well, now that my ego has been shattered and my confidence annihilated, I'd better tell you how to use this McCandless-bashing program.

First use the hex loader (from *Finder*) to input the 10 lines of hex, then save this code with SAVE "message"CODE 40300,80. Afterwards tap in the little ol' Basic demo program, and save that with SAVE "message2" LINE 900

Info

Right, have you typed in the program? Run the demo? Commented on how my program would've been better? Yes, good, now here's a list of the variables used in the program so you can use the routine yourself:



POKE 40301, start of message-256∗INT (start of message/256)
40302, INT (start of message/256)
POKE 40322, character set-256∗INT(character set/256)
40323, INT (character set/256)
POKE 40326, Window row (0-23)
POKE 40335, Window column (0-31)
POKE 40348, Window length (0-31)
POKE 40375, Scrolling speed (0=fast 118=slow)

Quite a lot aren't there? My program didn't have so many... mind you my program wasn't so good... winge... moan... winge... fume...

Proggies

I still think my program would have been presented better — winge — here's the hex dump and Basic demo

```
40300:11005B1B37300613=263
40308:1A07CB0EB0D5EB6E=1109
40316:260029292911003C=238
40324:19EB060A78E6070F=648
40332:0F0FF6006F78E618=761
40340:F640670608C5E506=859
40348:207D803D6F1AA1C6=842
40356:FFCB162D10FB13E1=1036
40364:24C110E9D13E7FD8=1095
40372:FE1FD076CB391885=1076
40380:C900000000000000=201
STOP
```

```
   1 REM ??????????????????????????
   5 BORDER 0: PAPER 1: INK 7: C
LS
  10 LET ROUT=40300
  20 LET MSG=23296: LET ROW=10:
LET COL=0: LET LEN=32: LET SPEED
=118
  30 POKE ROUT+1,MSG-256*INT (MS
G/256): POKE ROUT+2,INT (MSG/256
)
  50 POKE ROUT+27,ROW
  60 POKE ROUT+35,COL
  70 POKE ROUT+48,LEN
  75 POKE ROUT+75,SPEED
  76
  80 READ A$: FOR I=1 TO LEN A$
  90 POKE MSG+I-1,CODE A$(I)
 100 NEXT I: POKE MSG+I,0
 102
 105 RANDOMIZE USR ROUT: STOP
 120 DATA "Scroller Demo  By C.L
P  88              ANY MESSAGE
 CAN BE SCROLLED SMOOTHLY ACROSS
 ANY PART OF THE SCREEN USING TH
IS ROUTINE.
          "
 130 SAVE "MSG_SCROLL" LINE 140:
 SAVE "CD"CODE 40300,80: STOP
 900 LOAD ""CODE 40300: RUN
```

TEXT ORGANISER

by Thursten Felstead

Two things still amaze me in this world. Firstly there's why my belly button fluff is always purple, and secondly there's the hatstandedness of some contributors. I mean, anyone with a name like **Monsignor Thurstan S. Coolman Felstead OBE** must have a bad case of appellation. Still his name is no reflection on his programs, which are moderately sane.

This is a little Basic subroutine which organises strings of text so that they don't spill over the edge of the screen and onto your lap. The program is self-contained, self-instructed and self-simple. So get self-typing in and stop selfing complaining!

```
This message would not nornaly
be printed without splitting
over lines and spaces in the
wrong places. But with the
screen text processor it does
happen
```

```
 10 REM
 20 REM
 30 REM Screen text processor
 40 REM
 50 REM Thurstan Felstead
 60 REM
 70 REM
 80 REM Message to be printed
 90 REM is stored in M$
100 REM
110 REM pos is the vertical
120 REM start position of the
130 REM message
140 REM
150 REM inkx is the message INK
160 REM colour (0-7)
170 REM
180 REM paperx is the message
190 REM PAPER colour (0-7)
200 REM
210 REM flashx is the message
220 REM FLASH setting (0-1)
230 REM
240 REM brightx is the message
250 REM BRIGHT setting (0-1)
260 REM
270 REM overx is the message
280 REM OVER setting (0-1)
290 REM
300 REM inversex is the message
310 REM INVERSE setting (0-1)
320 REM
330 REM
340 REM An example program
350 REM showing how to use
360 REM the routine in your own
370 REM programs follows
380 REM
390 REM You can learn to
400 REM hate REM statements
410 REM
420 LET pos=3
430 LET inkx=0
440 LET paperx=7
450 LET flashx=0
460 LET brightx=0
470 LET overx=0
480 LET inversex=0
490 LET m$="This message would
not nornaly be printed without s
plitting over lines and spaces i
n the wrong places. But with the
 screen text processor it does h
appen"
500 GO SUB 570
510 STOP
520 REM God,more REM statements
530 REM I'll be dreaming of
540 REM these REMs tonight -
550 REM amongst other things!
560 REM Text Organiser routine
570 PRINT AT pos,0;
580 LET length=LEN m$
590 IF length>32 THEN GO TO 620
600 PRINT INK inkx; PAPER paper
x; FLASH flashx; BRIGHT brightx;
 OVER overx; INVERSE inversex;m$
610 RETURN
620 LET count=0
630 IF count=32 THEN GO TO 690
640 LET n$=m$(32-count)
650 IF n$=" " THEN GO TO 700
660 IF n$="," THEN GO TO 700
670 LET count=count+1
680 GO TO 630
690 LET count=0
700 PRINT INK inkx; PAPER paper
x; FLASH flashx; BRIGHT brightx;
 OVER overx; INVERSE inversex;m$
( TO 32-count)
710 LET m$=m$(33-count TO )
720 IF m$(1)=" " THEN LET r$=r$
(2 TO )
730 GO TO 580
```

FINDER

by Lazarau Lazaros



Cast your minds way, way back to the first ever *Pitstop* in the Aug'87 issue. Remember it? Remember the little program we had by **Khalid Jamil** called *Peeker* which allowed you to rove through other people's programs, nabbing graphics and things? But there was one problem with that one; it was in boring old Basic. So now we have the ultra-refined version — and a few more features — from **Lazarau Lazaros** in machine code! Great eh?

Method

This is such a hugely comprehensive program and has a tang of complexity to it. Firstly use the hex loader to type in the code at address 30000. Then save it with SAVE "finder" CODE 30000,2048. Now type in the little loader program (SAVE "floader"LINE 10) and RUN it, and then play in the *Finder* code. The code will now load into the last third of the screen and auto-execute.

KEY	EFFECT
1	Inverts current window.
2	Show info (yes/no). If "no" then program runs faster.
3	Change current address. Enter decimal 00000-65535. No delete.
4	Change ink on current window.
5	Change mode: horizontal/vertical.
6	Clear table of graphics.
7	Store piccy. Stores the address and size of graphic in table at 23296. Uses four bytes; 64 graphics stored max.
8	Display graphics from table (good for animation. "F" —forward one piccy. "G" —back one piccy. "H" —return.
9	Decrease width.
0	Increase width.
Q	Decrease height fast.
W	Decrease height slow.
A	Increase height fast. (max=127)
S	Increase height slow.

When searching through memory:

O	Fast forward
P	Fast backward
K	Slow forward
L	Slow backward
R	Save whole screen.
T	Save the graphic from memory onto tape. The first two bytes are the size of the graphic.
Y	Load graphics into current address
Symbol shift	Return to Basic.

Phew! As you can see this is a pretty damn good program and very useful to boot. It has an interest to the programmer who wishes to tabulate his graphics, and a use for the amateur dabbler who wants to make screens or graphics displays. Totally brillo (pad).

Hex Loader

```
 10 GO SUB 200
 20 LET a=s
 30 LET t=0
 40 PRINT TAB 0;a;":";
 50 INPUT "Line of Hex";h$
 60 IF h$="S" THEN  STOP
 70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
 80 PRINT h$;
 90 LET x=0
100 FOR b=1 TO ch STEP 2
110 LET z=FN h(h$): LET t=t+z
120 POKE a+x,z
130 LET h$=h$(3 TO )
140 LET x=x+1
150 NEXT b
160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
170 PRINT q
180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
210 POKE 23609,50: POKE 23658,8
220 INPUT "Start Address";s
230 LET ch=16
240 RETURN
```

Basic

This little microscopic program is what loads the *Finder* code after you've saved it. Okay?

```
  1 BORDER NOT PI: PAPER NOT PI
: INK VAL "7": BRIGHT VAL "1": C
LS : LOAD "finder"CODE 20480: PO
KE VAL "20861",VAL "16": PRINT U
SR VAL "20480"
```

Machine Code

Indeed, this is the code, all 2048 bytes of it (that's 2K) but it's worth it, every byte of it.

```
30000:21005AAF06007723=458
30008:10FC210040010008=374
30016:75541E01EDB0CD3A=908
30024:50CD285221015622=689
30032:985622A25622B656=822
30040:214350229B562141=553
30048:5022A95622B056C3=860
30056:8B5021004011083E=403
30064:06280E01E51A0000=316
30072:7713230D20F7AF77=759
30080:E1CD81563A43504F=929
30088:10EAC90000000000=451
30096:00000000112FFF01=320
30104:FEFEED782FE61F28=1213
30112:0C14C0677BD608CB=875
30120:3C30FAC0571DCB00=869
30128:38EBBF7A01895002=821
30136:C80000C31352CD64=801
30144:503A8950FEFF28F6=1150
30152:FE22CA9551FE1ACA=1202
30160:A751FE25CA0B51FE=1087
30168:26CA4851FE1BCA5F=971
30176:51FE23CA7951FE19=1053
30184:CAB951FE11CABF51=1213
30192:FE1DCAC551FE1ECA=1249
30200:CB51FE13CCA054FE=1259
30208:03CCBC53FE0BCC09=956
30216:54FE14CCF052FE18=1162
30224:CA0452FE02CC2C57=879
30232:FE0DCC1157FE05CC=1038
30240:F355FE24CCD751FE=1372
30248:1CCCAB52FE04CCB8=1134
30256:56FE0CCC75530000=756
30264:0018833A4150FE02=614
30272:DABE503EAF324550=876
30280:C5ED4B4650C50100=857
30288:00ED434650D9CD3A=934
30296:50D9C1ED434650C1=1137
```

```
30304:3E1A32455000 3A41=410
```

```
30304:3E1A324550003A41=410
30312:503D324150D9CD3A=816
30320:50D9CD2852C38E50=1041
30328:3A4150FE7FD28E50=1016
30336:3C324150D9CD3A50=815
30344:D9CD2852C38E503A=1019
30352:4350FE020A8E503D=904
30360:324350D976CD3A50=875
30368:76D9CD285276C38E=1117
30376:503A4350FE10D28E=907
30384:503C324350D976CD=877
30392:3A50360076D9CD28=772
30400:5276C38E502A3E50=801
30408:28223E50D9CD3A50=779
30416:D9CD2852C38E502A=1003
30424:3E5023223E50D9CD=775
30432:3A50D9CD2852C38E=1019
30440:50CDD151C39551CD=1205
30448:D151C3A751CDD151=1228
30456:C30851CDD151C348=1049
30464:5106057610FDC9C5=877
30472:CD5F53763A4650FE=963
30480:EE76280F01EEFFED=1142
30488:43465076D9CD3A50=895
30496:D9C1C901000076ED=967
30504:434650D9CD3A50D9=994
30512:76C176C9D9E1D1C1=1474
30520:F1D9E1D1C1F1DDE1=1772
30528:FDE1C9FDE5DDE5F5=1856
30536:C5D5E5D9F5C5D5E5=1740
30544:D9DD21005BC38E50=979
30552:00F5C5D5E53E16D7=1183
30560:3E00D73E16D7ED4B=888
30568:3E50CD2B2DCDE32D=912
30576:06043E20D710FB3A=644
30584:415032A7523A4350=649
30592:32A85221A7524623=687
30600:4E11000004AF05B8=463
30608:CA6D527B815FD25D=1043
30616:5214C35D52EB22A9=910
30624:5200ED4BA952C53E=904
30632:16D73E01D73E13D7=811
30640:3A41504F0600CD1B=520
30648:1A3E2AD73A435006=556
30656:004FCD1B1A3E3DD7=675
30664:C1CD1B1A3E20D73E=822
30672:20D7E1D1C1F1C900=1316
30680:000000CD5F530650=469
30688:CDB15310FB3A2852=912
30696:FEC928093EC93228=857
30704:52CDCD52C9AF3228=1040
30712:52CD2852C9AF32E1=1060
30720:52CDDD523E0132E1=928
30728:52CDDD52C93E16D7=1090
30736:3E00D73E11D73E20=665
30744:060FF5D7F110FBC9=1190
30752:CD5F533EC9323551=830
30760:CD0B51AF323551CD=861
30768:FE53117956010800=570
30776:CD3C203E02CD0116=589
30784:EFA03BCD8E027BFE=1181
30792:FF20FBCD8E0220FB=1167
30800:1600CD1E0330F4FE=806
30808:0D2816FE3038E4FE=915
30816:3A30E0F5D7F1CD22=1270
30824:2DEF01A4040F3818=548
30832:CECDA22D3804ED43=982
30840:3E50D9CD3A50D9CD=1124
30848:2852CDFE53010F00=680
30856:11EF53CD3C20C9F5=1082
30864:C5068916170E0F0D=475
30872:20FD1A1CE618D3FE=1058
30880:10F3C1F1C9CD5F53=1277
30888:CDB1533A9253FE08=1014
30896:280BCD93533A9253=773
30904:3C329253C9AF3292=911
30912:53C9000660CDB153=851
30920:10FBE60757210058=712
30928:0602C506007EE6F8=815
30936:B2772310F8C110F2=1047
30944:C9C50610C510FEC1=1080
30952:10FAC1C9CD5F5306=1049
30960:F8DD210458DD3600=872
30968:00DD2310F8DD2100=774
30976:5B11DC53CD7E57AF=1004
30984:320854C94F4B2E20=575
30992:416C6C20436C6561=686
31000:7265645341502E20=621
31008:2020202020202020=256
31016:2020202020203E16=276
31024:D73E04D73E11D7C9=991
31032:00CD5F533A3E504F=662
31040:DD7E00B928021B0A=608
31048:3A3F504FDD7E01B9=813
31056:28353A0854FE3E28=599
31064:383C320854DD23DD=735
31072:23DD23DD233A3E50=747
31080:DD77003A3F50DD77=881
31088:013A4150DD77023A=604
31096:4350DD7703CD5F53=873
31104:116B54CD7E57C9CD=1032
31112:5F53117A54CD7E57=819
31120:C9CD5F53118954CD=1027
31128:7E57C950696374 75=931
31136:7265202053746F72=703
31144:6564416C72656164=786
31152:79202053746F7265=710
31160:644D656D6F727920=765
31168:6F7665726C6F6164=860
31176:C506287610FDC1C9=1024
31184:CD5F532A3E503A41=690
31192:50473A43504FE5C5=861
31200:DDE53A0854FE0028=894
31208:60119757CD7E57CD=974
31216:CD52DD21045B3EC9=899
31224:323551CD0B51AF32=706
31232:3551DD7E00323E50=673
31240:DD7E01323F50DD7E=888
31248:02324150DD7E0332=597
31256:4350D9CD3A50D9CD=1129
31264:285221FD54220751=614
31272:3EC3320651CD6450=779
31280:3A8950FEFF28F6FE=1324
31288:0ECC3955FE06CC6E=934
31296:55FE01CA8755C3E3=1232
31304:50CD5F53112955CD=811
31312:7E57DDE1C1E1C9F1=1519
31320:C94E6F2044617461=800
31328:2050726573656E74=769
31336:00F5CDD1513A3855=939
31344:4F3A08543DB928DF=738
31352:0C793238553EC932=637
31360:3551CD0B51AF3235=709
31368:51DD23DD23DD23DD=1070
31376:23CD9E55D9CD3A50=1043
31384:D9CD2852F1C9F5CD=1436
31392:D1513A3855FE0028=783
31400:AE3D3238553EC932=739
31408:3551CD0B51AF3235=709
31416:51DD2BDD2BDD2BDD=1094
31424:2BCD9E55D9CD3A50=1051
31432:D9CD2852F1C9DD7E=1333
31440:00323E50DD7E0132=590
31448:3F50DD7E02324150=687
31456:DD7E03324350C9CD=953
31464:5F5311A657CD7E57=866
31472:3EC9323551CD0B51=744
31480:AF32355132065121=529
31488:0000220751DDE1C1=761
31496:E1223E5078324150=716
31504:79324350D9CD3A50=878
31512:D9CD2852AF323855=910
31520:C90000E5D5C5DDE5=1290
31528:F511B557CD7E573E=1010
31536:C9327152CD4752AF=979
31544:3271522AA9522323=608
31552:2273562A3E502B2B=505
31560:22755646234EED43=724
31568:F15528 3A41507723=726
31576:3A43507728DD2168=725
31584:56E5DDE5111100AF=974
31592:CDC204DDE1060176=974
31600:10FDDD5E08DD560C=914
31608:3EFFDDE1CDC2042A=1208
31616:7556ED4BF1557023=988
31624:71F1DDE1C1D1E1D9=1644
31632:CD3A50D9CD5F53C9=1144
31640:034C2E4C2E204770=462
31648:7820430000000000=219
31656:005374617274203E=620
31664:20247CE607C07DC6=944
31672:206FD87CD60867C9=1009
31680:230D20F7AF77E1CD=1051
31688:00003A00004F10EA=387
31696:C9CD000010F6E123=928
31704:3A0000470D20EC3A=468
31712:000047AF77CD0000=570
31720:10F9C9F53A4A50FE=1177
31728:232B2711C457CD7E=745
31736:573EC9323551CD0B=750
31744:51AF323551219056=703
31752:114A5001110 0EDB0=602
31760:D9CD3A50D9CD2852=1104
31768:F1C911D357CD7E57=1175
31776:3EC9323551CD0B51=744
31784:AF32355121A15611=656
31792:4A50011A00EDB0D9=811
31800:CD3A50D9CD2852F1=1128
31808:C9E5D5C5DDE5F511=1552
31816:E257CD7E5721001B=791
31824:2273562100402275=483
31832:56C32D56D5DDE511=1092
31840:F157CD7E573EFF37=1118
31848:DD21000011 0800CD=487
31856:5605DD2A3E50DD2B=760
31864:DD2BDD4600DD4E01=855
31872:ED43F155ED5BA952=1209
31880:13133EFF37CD5605=706
31888:ED4BF155DD2A3E50=1043
31896:DD2BDD2BDD7000DD=1082
31904:7101DDE1D1D9CD3A=1249
31912:50D9CD5F53C9010F=897
31920:00CDFE53CD3C20CD=1044
31928:9854CDFE53010F00=794
31936:11EF53CD3C^^C920=869
31944:53686F7720477261=731
31952:7068696373202052=681
31960:657420746F205065=689
31968:656B657220202020=551
31976:5361766520446174=712
31984:612020204B6F7269=595
31992:7A6F6E74616C204D=773
32000:6F64652056657274=761
32008:6963616C204D6F64=729
32016:6520205361766520=596
32024:53637265656E2420=676
32032:202020204C6F6164=512
32040:2044617461202020=506
32048:0000000000000000=0
STOP
```

DISK CATALOGUE

by Robert McSherry

Okay, last up this month is a useful *+3 Catalogue* program from **Robert McSherry**, which would've been in last month if I hadn't lost the documentation! Anyway, it's an alternative way to menu your disk contents. To use it is semi-complicated, so listen very carefully (...I shall say this only wance, etc).

Complex or what?

KAY-Blimey, If this NEXT bit ain't complicated, then it ain't complicated. Ha-ha-ha, just my little puny-poos there. Right, enough faffing about, and on with the serious stuff:

1. Type in the catalogue program and save it with SAVE "DISKTOOL."
2. Type in the controller program, saving it with SAVE "DISK."
3. Load the DISKTOOL and RUN it.
4. You'll be greeted with: "How many programs to cat?"
5. Answer between one and nine.
6. Next is "Type in the name of the program 1".
7. Type in the name, *not* the filename.
8. Now: "What does program 1 load by?"
9. You can type in the filename now.
10. Steps six to nine are all repeated for the number of files you entered at step four.
11. Insert your catalogued disk to be, and press any key (that rhymes(!).
12. Note that DISKTOOL is not needed on the formentioned disk.
13. Load the controller program LOAD "DISK."
14. Insert the catalogued disk and type: GOTO 150.
15. The controller will be saved on that disk.
16. Reset the computer.
17. Follow the on-screen loading instructions.
18. Once the controller has loaded, follow the menu.
19. It's all yours, to return to Basic press "Q".

Disktool

Here's the program entitled *Disktool* in Basic.

```
   5 REM     copyright1988
  ROBERT MCSHERRY
   6
  10 POKE 23658,8
  20 BORDER 0: PAPER 0: INK 6: C
LS
  30 DIM N(1)
  40 INPUT "How  many  programs
to  cat? ";n(1)
  50 IF n(1)>9 THEN  PRINT AT 10
,11;"TOO MANY!": "TB0Na","b","c
": CLS : GO TO 40
  60 IF n(1)<1 THEN  PRINT AT 10
,10;"THEN RESET!": "TB0Na","b",
"c": CLS : GO TO 40
  70 DIM a$(n(1),20): DIM b$(n(1
),12)
  80 FOR f=1 TO n(1)
  90 CLS : PRINT AT 15,1;"Type i
n the title of program ";f
 100 INPUT Z$
 110 IF LEN Z$>20 THEN  PRINT AT
 10,8;"NAME TOO LARGE!": "TB0NA
","B","C": GO TO 90
 120 LET A$(F)=Z$
 130 CLS : PRINT AT 15,1;"What d
oes program ";f;" load by?"
 140 INPUT Z$
 150 IF LEN Z$>12 THEN  PRINT AT
 10,8;"NAME TOO LARGE!": "TB0NA
","B","C": GO TO 130
 160 LET B$(F)=Z$
 170 NEXT F
 180 CLS : PRINT AT 10,0;"Press
any  key to  save the data  on t
he disk to be catologued"
 190 PAUSE 0
 200 CLS : SAVE "DISKARRA.1" DAT
A A$()
 210  SAVE "DISKARRA.2" DATA B$(
)
 220 CLS : SAVE "DISKARRA.3" DAT
A n()
 230 STOP
 240 SAVE "DISKTOOL" LINE 1: CAT
```

And here's the controller program called *Disk*.

```
   1 POKE 23658,8
   4
   5 REM THE BEST UTILITY IN THE
          WORLD
   6
   7 REM BY THE  BEST  PERSON IN
        THE WORLD
   8 REM
   9 REM     copyright1987
  ROBERT MCSHERRY
  10 RESTORE
  20 BRIGHT 0: PAPER 0: BORDER 0
: INK 6: CLS
  30 BRIGHT 1
  40 PRINT AT 1,9;"DISK CATALOGU
E"
  50 LOAD "diskarra.1" DATA a$()
  60 LOAD "diskarra.2" DATA b$()
  70 LOAD "diskarra.3" DATA n()
  80 FOR f=7 TO 7+(n(1)-1)
  90 PRINT AT f,5;f-6;".   ";a$(f
-6): NEXT f
  91 PRINT #1;"     Q.  RETURN T
O BASIC"
 100 LET z$=INKEY$
 105 IF INKEY$="Q" THEN  STOP
 110 IF CODE z$<=48 OR CODE z$>=
48+n(1)+1 THEN  GO TO 100
 120 LET z=CODE  z$
 130 LET x=z-48
 140 LOAD b$(x)
 150 SAVE "a:disk" LINE 10
```

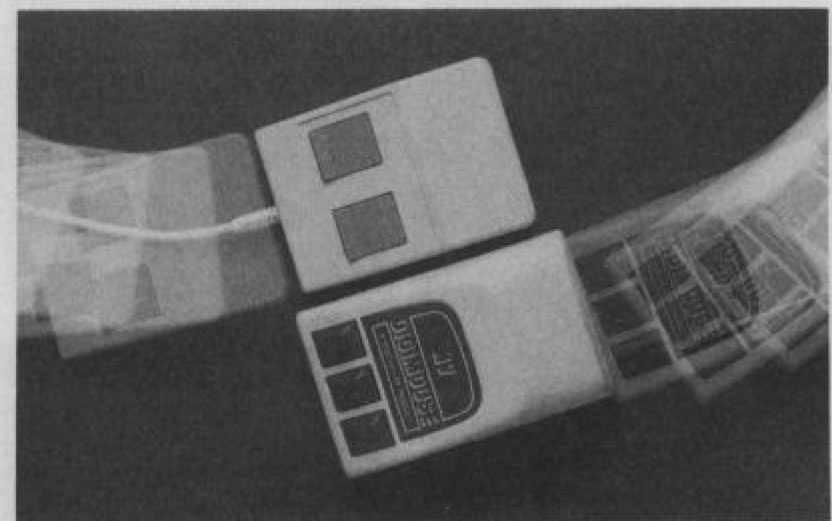
NEW!

RAGE HARD!

More twiddling with the Magic Screwdriver with *Phil Snout*, as he reviews two squeaky new mice for the Speccy.

Mice have become more and more widespread in computing. You might say they're breeding like rodents, but jokes of that magnitude are a bit hard to take, so let's not. Instead let's quickly turn our attention to two new mice for the Spectrum, namely the British built Digimouse from Capri Marketing, and the new Kempston job, made in Switzerland.

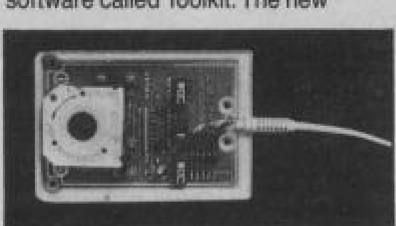
Why should you want to use a mouse? Of course, if Sir Clive had wanted us to use mice, we would have been born with one attached to our user port. Well, yes, the Spectrum wasn't designed to use mice, but then again, when the Spectrum *was* originally designed, mice didn't exist on any computer. And neither did 128K memories or 3" disk drives. I rest my case. But the reason you would want to use a mouse is simple. It makes life easier. Especially if you are interested in grahics, and one thing the Speccy is really good at, is fast colour graphics. So why not unleash your creative bent (fnar), with a mouse. All the top graphics packages support one mouse and sometimes more. So what's stopping you? You don't know which one to buy? Oh dear.



KEMPSTON MOUSE

A funny old firm, Kempston. In spite of being quite a small firm, and not producing vast quantities of joysticks, it's managed over the years, to become something of an industry standard. What with joysticks, mice and interfaces and now the Kempston Mouse II, where will it all end?

This latest package includes everything you need to get mousing: a mouse, an interface and a piece of software called Toolkit. The new



mouse is a precision designed piece of kit from the land of skiing holidays and funny shaped sausages. (No, not Scotland, silly, Switzerland.) The name on the bottom of the mouse is Logimouse™ and design is credited to Antoine Cahen and Partners. So a designer mouse, eh?

The mouse sits on your desktop on four waxy plastic pads, two tiny round ones at the front and two fat rectangular ones at the back. The ball inside the mouse is easily removed for cleaning by twisting a small round plate in the base, and the plate and the ball just fall into your hand. The ball itself is of silicone rubber, with I suspect, a tiny metal core inside it to give it weight. The two buttons on the top and front of the mouse (the end that the lead comes out of), are flat and square, and not only lend a modern look to the mouse, but are precise and fall conveniently under your fingers as they rest on the top of the unit.

Whipping the unit open with my magic screwdriver revealed the guts of the mouse. On the circuit board, two sealed microswitches and two optical potentiometers do all the work, while a single chip does all the thinking. (Interesting to note that there is another switch in between the two used, indicating that the board was originally designed for three buttons!) All in all, the construction has a feel of solid reliability, and stands alongside the mice supplied with more expensive computers, even making some, notably the Atari ST's one, look pretty flimsy.

The program which comes with the package is nifty too, because it allows you to construct your own Windows and Icons from Basic, and access the mouse interface. But the test program included with the package I examined, told me that when I pressed the left mouse button, I was in fact pressing the right button, so I figured anything else it told me was of dubious merit.

Okay, so how does it feel in use? Pretty good. The switches are smooth, and the ball rolls sweetly across even the roughest desk. The mouse performed effortlessly with my preferred graphics programs, *The Artist* and *Advanced Art Studio*, and even did a super little job in Basic. One highly recommended aspect of the Demo program is the calculator, a full screen piccy of a scientific style calculator, where you click the buttons on screen. The Kempston Mouse is a well made and useful piece of equipment, and worth looking at if you're into graphics on the Speccy.

DIGIMOUSE

The Digimouse is made in England by Nidd Valley and distributed by Capri Marketing. Nice to see a British production in this line, although it has to be said that AMX was there first. Nidd Valley is very strong in the BBC micro field, and its mouse for that machine has been a best seller. So let's have a look.



The main worry here was the size of the thing, a big chunky box with three buttons on the front (this time the other end from the flex), and a slide switch on the side. Under the mouse there is a vaguely keyhole shaped hatch, which gives you access to the mouseball . . . after you've undone the crosspoint screw holding it in place, that is.

There are four felt pads on each corner of the base, affording smooth movement on most surfaces, except slightly rough ones like untreated wood, where it catches a bit. The slide switch is on the left hand side of the unit and has two positions. This is the speed control, altering the speed of response for the pointer on your screen, for graphics or menu selection. The mode of operation is supposed to be with your hand on top of the mouse, with your first three fingers on the buttons, and your thumb on the slide switch. I found this a bit unnatural at first, a bit like holding a Konix joystick, where you can only hold it one way and you wish you could change hands. Still, like most things, you get used to it after a while, although it's never very relaxed.

Once more into the casing, dear friends, and my magic screwdriver reveals the very different internal construction. One main L-shaped circuit board, containing one central chip and the three button switches, plus the slider on the side. The architecture of the machine isn't as tidy as the swiss mouse, with multicoloured wires all over the shop, and a floating circuit board, which is secured inside the lid of the device with a piece of double sided padded sticky tape. This isn't as duff as it sounds, as all but the most expensive hi-fis are actually made like that as well, so the NV mouse isn't alone in that little design feature!

The x and y potentiometers are mechanical, so far as I could tell, and firmly sealed too, to prevent any grit mucking up their little graphite plates, I'll be bound. The ball housing is massive, and after unscrewing the plate in the bottom, I discovered why. The ball, which I first thought was plastic, due to the seam on it, was in fact a big polyurethane affair, and not as slick and non-grip as it appeared. Running the thing around my desk, it actually did a fair job of wheeling the pots round, so no complaints about the mechanism. Basically it does the job, even if the design is a little 'kludgey'.

In spite of all my initial misgivings about this mouse, as compared to the admittedly better designed and more expensive Kempston, I actually liked it quite a lot. The package that came with it was nicely done, and a sizeable part of the booklet described the various functions of the program. One thing which the book didn't tell you much about, was the program's use of memory (which the Kempston one did, actually), and how to use the mouse with your own programs, or indeed anybody else's. (No IN=81, or POKE howsyafather). It does say that you select 'joystick' on any program you might want to use, but it doesn't actually say which type. But having said all this, the Digimouse is an economically sound and solidly built device, with a great future ahead of it. Good work, NV.

Okay, close 'em up, nurse

Yes indeed, ladies and gentlemen, so there you have it. Now if you don't know everything about these two mice, you must have been asleep for the last page. The verdict? My personal taste is for the Kempston, but that's 'cos I'm a posey git with more money than sense. If you've got slightly less money, then by all means go for the Digimouse, 'cos you won't get better for the money.

Features	Kempston	Digimouse
Buttons	two	three
Potentiometers	optical	mechanical
Ball	silicone rubber	polyurethane
No. of chips	one	five
No. of PCBs	one	two
Feet	Waxy plastic	Felt
Interface type	flat	upright
Dimensions (cm)	9.5 x 6.8 x 2.7	11 x 6.5 x 4.7
Price	**£49.95**	**£45.00**

CONTACT BOX

Kempston Mouse
Kempston Data Limited 22 Linford Forum, Rockingham Drive, Linford Wood, Milton Keynes, MK14 6LY, England.

Digimouse
Capri Marketing Limited 24a White Pit Lane, Flackwell Heath, Nr. High Wycombe, Bucks, HP10 9HR.

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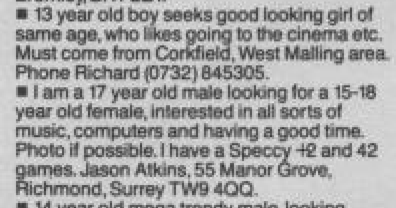
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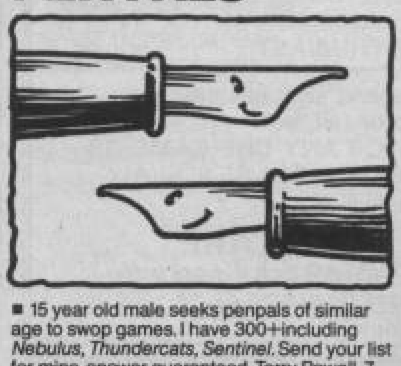
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■ Wanted: *Melbourne Draw* and *HURG*. Swop one for one: *Young Ones, Blade Runner, Fighting Warrior*. Also swop *Amazon Women, Future Games, Scuba Dive* for *Arcade Creator*. D. Glen, 20 Forbesfield Road, Aberdeen, AB1 6PA.
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■ I want *The Double, Premier II, Euro II*, will swop *Impossible Mission, Wizball, The Hobbit*, +helpbook. Write to Russell Sneddon, 88 Pentland Terrace, Penicuik, EH26 0EB.
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■ Wanted urgently! Multiface 3. I will swop my RAM music machine for it. Will also pay £10 cash. Write to Scott Turnbull, 7 Carron Avenue, Belfield, Kilmarnock, KA1 3NF. Phone (0563) 43190.

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■ Calling Mr. Derek Prueitt, contact us again! Where are you now? No, I haven't got a train at home!! T.M.T.
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■ Experienced 16 year old paranoia, wishes to experiment with postal paranoia. If you're interested in participating in first game, then write to Dave, 21 St. David's Road, Thornbury, Avon. I'm poor, and if you don't want to end up as reactor shielding, enclose sae!
■ Are you trying to see the Marvels Of The Galaxy for less than 20 alterian dollars! Contact P.M. Kelly, 7 Gladstone Terrace, Whitley Bay, Tyne and Wear NE26 2EH.
■ Strategy games Exchange Club. Originals only. Send name and address for more info, no sae needed. Mr. E. Trzopek, 59 Mickledale Lane, Bilsthorpe, NG22 8RE.
■ Friends of The Menace (D. Wheatley). Please note, change of address, I now reside at: 83A Half Moon Lane, Spennymoor, Co. Durham DL16 6HH.
■ Have you made any basic games for the 128 or +3? If so, why not send for some info from Richard Sutton, 22 Bridle Close, Banbury, OX16 9SZ.
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■ Hello, Stey H. here! Hi to Dave Shannon, Ian Ward, Kevin Pownham, Dave Cusick and anybody else at Pemberton High! Wardy, keeps letting goals in, Shannon keeps talking!

PEN PALS



■ 15 year old male seeks penpals of similar age to swop games. I have 300+including *Nebulus, Thundercats, Sentinel*. Send your list for mine, answer guaranteed. Terry Powell, 7 Magazine Road, Athlone, Co. Westmeath, Ireland.
■ Hi! Looking for Speccy users over 21, any sex. Like most pop, also country music. All letters answered. Brian Enoy, 31 Swale Road, Ellesmere Port, L65 3DL.
■ Penpals wanted to swop games, POKEs, etc. Your list for mine. All letters answered. Where is the Ornate Key in *Emerald Isle?* Write to Rolly, 50 Ford Lane, Stocksbridge, Sheffield, S30 5BD.
■ Calling all you attractive females. Looking for a 20 year old male to write to and swop games and tip ideas? If so, write with photo to me now. All letters answered. Stephen Norman, 19 Charland Court, Westlands, Droitwich, WR9 9HH.
■ 19 year old male looking for female, any age, any where for penpal. Also swop games. Write to: Oscar Macia, Billinghurst 1565, ZoG, (1425) Capital BS. AS. Argentina.
■ Penpals wanted to swop software, POKEs, hints etc. Any age or sex. Lots of new titles to swop. Send your list for mine, plus sae. N. Mokes, 25 Acacia Avenue, Kingshurst, Birmingham, B37 6AG.
■ Male Speccy owner would like male or female penpal. I have got some good games like *Out Run, Jackal* and many more. Richard Hutchings, 76 Kilgreal Road, Parkhall, Antrim, N. Ireland.
■ 17 year old male, seeks 15+female. I'm interested in anything legal. Please enclose a photo, (I promise not to laugh), to Naeem Iqbal, 9 Herriet Street, Glasgow G41 2NN.
■ New 48K Speccy owner, wants pen pals around 11, interested in sport, combat games, compos and dogs. All letters answered. Lloyd Hardy, 2 Upsall Cottages, Blankney Fen, Woodhall Spa, LN10 6XH.

FANZINES



■ *Shades*, is a new fanzine for the Commodore and Spectrum. Issues out every 28th of each month. *Shades*, 3 Spenser Road, Heringthorpe, Rotherham, S65 2JA.
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PUZZLE PAGE ANSWERS

BLACK SHEEP

Ealing is not a county; Toronto is not in America; Rubber is not an element; Zoe was not a Roman Emperor; The *YS* beauty is T'zer (we jest!)

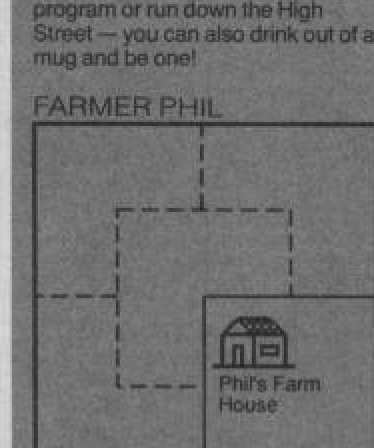
FOLLOW MY LEADER

a) 34 — from the 4 add 2, then 4, then 6, then 8, and eventually 10!
b) 48 — from 45 add 1, take 2, add 3, take 4, and then add 5!

CONNECTIONS

The answer is 4, Mug. Why because each word has an alternative meaning. You can light a match or play in a match; you can book a ticket or read a book; you can run a program or run down the High Street — you can also drink out of a mug and be one!

FARMER PHIL



Editor Teresa Maughan; **Art Editor** Darrell King; **Deputy Editor** Marcus Berkmann; **Technical Editor** Phil South; **Production Editor** Jackie Ryan; **Designer** Catherine Higgs; **Contributors** Richard Blaine, Owen & Audrey Bishop, Ciarán Brennan, Jonathan Davies, Mike Gerrard, Sean Kelly, David McCandless, Duncan McDonald, John Minson, David Powell, Peter Shaw, Rachael Smith, Tony Worrall; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Simon Stansfield; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Marketing Manager** Bryan Denyer; **Art Director** Hazel Bennington; **Publisher** Kevin Cox; **Publishing Director** Roger Munford; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone** (all departments) 01-631 1433. **Telex** 8954139 Dennis G. **Fax** 01-636 5668. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (telephone 01-733 4444). *Your Sinclair* is a monthly publication.

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BACKSTABBIN'

With a rose in one hand and a box of choccies in the other, *John Minson* goes down on one knee and proposes to a woman who's had more proposals than ZaZa Gabor. Will she accept?



I was once a television pesonality ... almost! I actually got as far as an office in the BBC's Television Centre, where I was treated to a cup of lukewarm coffee and a hundred and one reasons why the producer loved my proposal – but . . .

And what was the proposal? Why, something every computer owner in the country has been waiting for – a five minute games review slot in *Saturday SuperStore!* Radical stuff, huh? Well, it was all too much for Auntie Beeb. But let me tell you how it happened.

One of the secrets of being a successful freelance journalist – of being a successful anything – is to look for a hole and fill it. (*Ooer! Ed*) It wasn't hard to see that the Saturday morning show was the ideal place for a weekly round-up of everything that was happening in the world of software.

Proposal

So I drew up a proposal, complete with details of what to include, such as a look at the new games, chart details, maybe the odd interview with a programmer and competitions, plus a run-down of why I was the right chap to present it, and I sent it off to the powers that be.

Lo and behold, they seemed *interested* in the idea! They actually *invited* me to TC (as we trendy media types call it), for a *meeting*. Images of the big time flashed before my eyes. 'Hip young gonzo journalist mobbed by fans as he presents the week's top tips.' Hey, I might even get to be the next Barry Norman. And why not?

Why not indeed? The BBC seemed to have a hundred reasons, ranging from the trivial to the technical and even the financial. First up was the worry that not everybody out there in *SuperStore*-land has a micro, or is interested in zapping aliens. And it can't alienate its audience, can it, kids?

But hang on there a cotton pickin' minute. There's a hell of a lot on television, *SuperStore* included, that is of no interest to a lot of gamers. However, it'll risk the loss of a few thousand viewers, reduced to terminal boredom by Rick Astley. And what about the extra audience who'd eagerly turn on if they knew that Minson would be *Backstabbin'* on the Beeb, (hi, mom)?

Well, the Beeb was sure a way could be found to keep a feature short and sharp, so that nobody could be bored (if this sounds like a recipe for trivialisation, you may well be right). But we'd never even get that far because it'd got plenty of other reasons why the idea couldn't really be a runner. To start with, there were the technical problems.

Technical Hitch

It never ceases to amaze me that with all that high-powered kit and all those high-paid technicians, the only micro that the BBC can find a way of linking up for transmission is ... guess! Yes, that wacky, fun machine, the BBC. Zzzzzz . . . Sorry, dropped off just thinking about it. What about . . . what about . . . what about . . .? I asked, but no! The signal from a Speccy or (spit) a Commodore, just won't cut it.

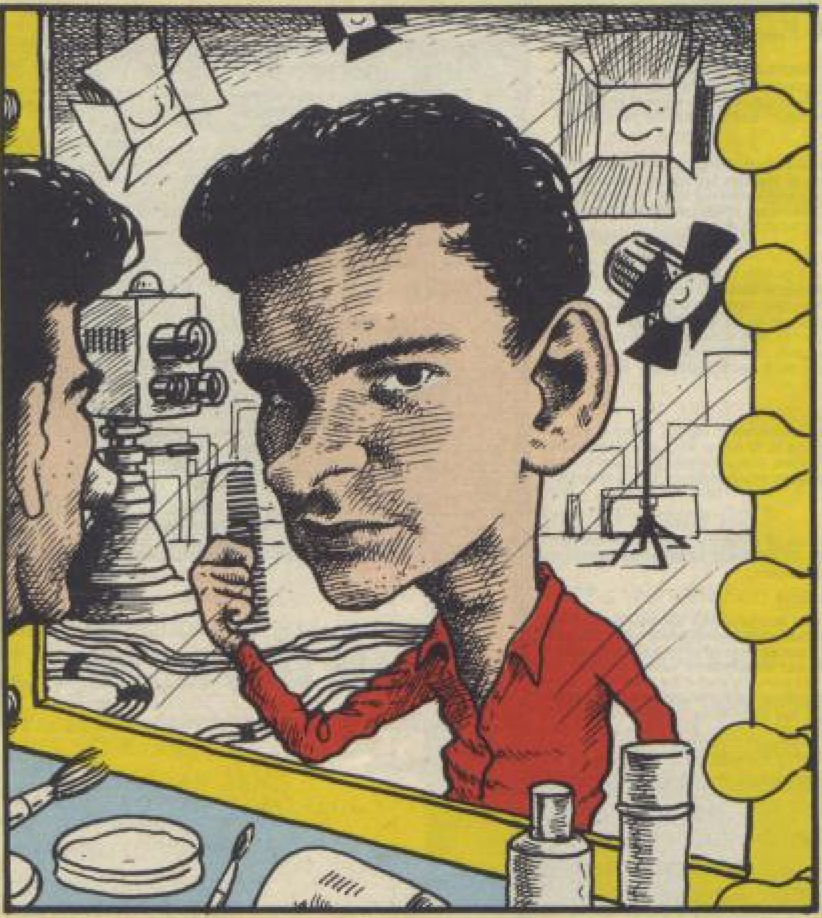
Next there was cost! This is the time to get out the violins and a whole pack of Kleenex, because the poor, starving BBC can't actually afford to pay anybody to provide specialist knowledge. For a moment I thought they were going to ask me to work for free, but no . . . they had a solution up their sleeves.

Fred Harris! Yes, I now know the secret of why Fred Harris appears every time a micro is as much as mentioned on the BBC. They've arranged a block booking with his agent, and now he's their regular, on-line computer boffin, to be wheeled out whenever they need somebody to talk about the topic.

Now I have absolutely nothing against Mr Harris. He exudes just the right amount of learnedness with an easy-going, approachable manner. But I'm not sure that he's the correct person to talk about blasting the doughnut-shaped ships in *Uridium*. I mean, can you really imagine Fred going ape over his latest high-score? Thought not!

But of course, they don't wheel him out to talk about infinite lives in *Predator*. Do you know what the resident expert's feature was in *SuperStore* that Saturday? Word processing!!! And they'd just told me that they were worried about boring the non-computing side of the audience.

I left the corridors of power, a somewhat wiser freelance journalist. I'd gone in thinking that maybe there was a hope of putting a computer slot together, and came out realising that not only did the people I'd been speaking to have no real knowledge of computing, but that I wasn't sure they *wanted* to know about it – or at least to believe in its popularity.



On Top

Now there's no reason why the Beeb should be on top of *every* development in software. After all, it's a young, fast-moving field of entertainment – unlike television which at times seems to race with all the vigour of a geriatric snail on valium. But the depressing thing was that they didn't seem that keen to use people who did know.

Could there be an ulterior motive in all this? Far be it from me to develop a conspiracy theory. (Paranoid? Never! Cynical? Well . . . maybe!) However, if you're playing *Tetris*, you're not watching the *Wogan* show. But, you argue, we still watch what we want to. If the BBC and ITV want us to sit glued to the idiot box for more hours a day, they should make the programmes rather less idiotic. And they could start with a really good computer show . . .

Other Pursuits

I'm sure that one day computer gamers will get the programme that they want. 'Computer gamers,' I say, not you and I, because we may well have turned to other pursuits, or even turned up our toes, by the time the television companies realise that micros are a major leisure activity. After all, it took half a century of cinema before we got a regular film review show.

If you think this is an attack on the BBC, it's not. All four channels are guilty of failing to deliver the goods. They should be racing to find a format for a computing programme. Instead they make token attempts to talk about databases and office automation and . . . excuse me, I'm nodding off again.

But all is not lost. You can make yourself heard – all of you out there who play computer games – by putting down your joysticks and picking up your pens. Write letters to the companies and tell them that they're not serving your interests. Tell them that computer games are lots of fun, that they're visual, action-packed – a natural for television.

Write to the producers of shows that seem to have botched up their opportunity – you'll find their names in Radio and TV Times. Write to the Controller of BBC1 or BBC2, to the Commissioning Editor for Youth at Channel 4, to the head of programming at your local ITV station, and make the point that you want to see a TV programme on computer games . . . and you're not alone.

Oh, and by the way – you might like to mention that you know of this computer journalist who has real star potential. (*Could he mean me? – Ed) (No, it must be me. – Marcus) (Worrabout me – munch! – Phil) (Me, me, me, me, me! – Jackie)* No! Me! John.

ILLUSTRATION: NICK DAVIES



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